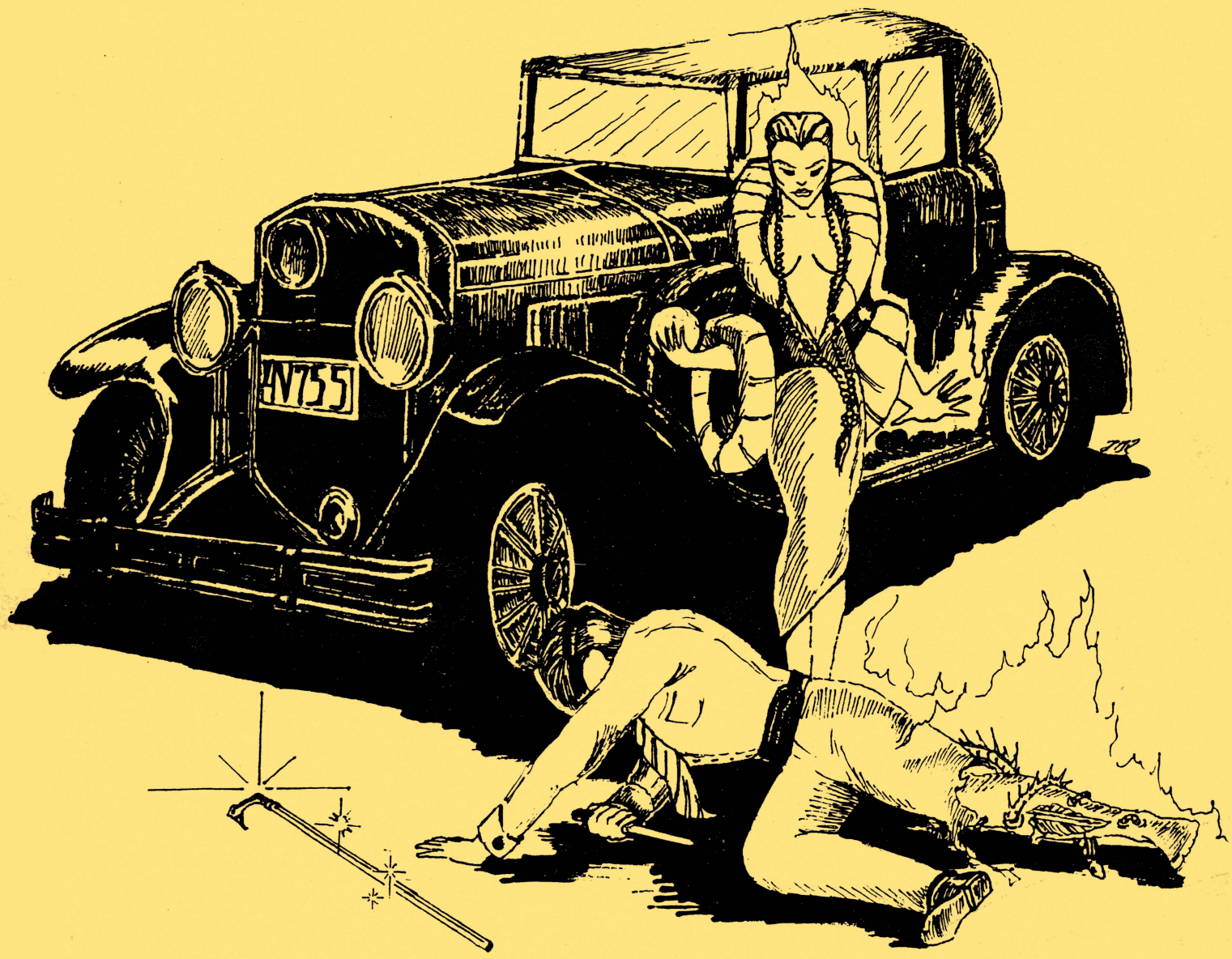
Grey Worlds

Volume I, Issue IV *A fan supported publication for Rolemaster & Space Master*



"Because life is not always black & white..."

Grey Worlds

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Table of Contents

Item (Description)Author's Initials ..... Page

Proper Channels (Column)LR 2
Critical Decisions (Column)RH 2
Moremaster (Column) DB 3
The Ordainer Squeaks (Column) KB 5
Dark Space (Product Preview) MC 8
Creatures and Treasures Too
(Entities and Magical Items) MC 9
Odic Fathers (Essay) LR 11
The Arcane Review (Essay) RH/LR 12
Conveyance (Arcane List) RH 15
Conjurations (Arcane List) RH 15
Spritwrack (Arcane List) RH 17
Mage's Hand (Arcane List) RH 18
Spell Shaping (Arcane List) RH 18
Aura Magic (Arcane List) RH 19
Caster's Bane (Arcane List) LR 21
Temporary Potential (Arcane List) LR 21
Light's Creations (Arcane List) LR 22
Amplifications (Arcane List) LR 23
Spell Manipulation (Arcane List) LR 24
Mana Currrents (Arcane List) LR 24
Lightning Ball Table (Attack Table) 26
Shadow Mastery (Arcane List) DB 27
Level-Block Cumulative Power Point Cost
System (Essay) AM 29
Reach Out and Touch Someone (Essay) AM 32
Mind Cloaking (Spell List) AM 33
Mindmastery (Spell List) AM 34
Mind Touch (Spell List) AM 35
New Magical Skills 37
The Anturiaeth Nodeguide
(Campaign Setting) RH 39
Subconscious? (Essay) LR 42
Snap, Crackle, & Pop (Alternate Grenades
for Space Master) DB 44
Last Dawn Campaign Series
The Reluctant Lich (Scenario) LR/RH 46

Author's Appendices
(Kevin Barrett) 64
(David Blank) 64
(Monte Cook) 64
(Ross Henton) 65
(Andrew Morgan) 65
(Lem Richards) 65
What Is Grey Worlds? 66
How Does This Fanzine Work 67
Coming Soon in *Grey Worlds* 68

Proper Channels

some verbage from our publisher

"...the adventure really begins when something goes wrong".

Did you know that there are players out there who cheat themselves, their friends, and the GM out of roleplaying opportunities. Yes, it's true. And this is the real tragedy; the majority of them don't even realize it. It starts quite innocently, and then it silently grows into a habit; its ramifications never questioned. I'm writing about cheating; specifically, the secret modifications of die rolls.

The least consequential, but still very important, is the deprivation of exciting, interactive role play. As a player, I have the most fun when the dice don't go my way. I really enjoy getting out of situations on my own, not because I rolled '00'. I look forward to the problems a fumbled diplomacy, duping, or bribery skill roll will present, because the adventure really begins when something goes wrong. The next best thing is when another player gets into trouble and begins to squirm as the GM tries to nail him to the wall. The occasional bad roll is what leads to the disasters that strengthen party unity. You don't hear many parties talking about the things that went perfectly, they don't generally make the good stories. Its the encounters with adversity that make good stories and what binds them together.

The next consequence involves the GM and his game. It is his job to set up the extraordinary and memorable situations. He fairly accomplishes this by heavily modifying possible future activities so he can subtly maneuver the players along the right path. Many of these maneuvers will require extraordinary skill rolls. He does this, so that in most cases the skill roll will be missed. If a player consistently changes his die rolls, it undermines the GMs efforts and the game itself.

The last and most important effect upon the player who changes his die rolls is the damage to himself. Although he strains the finely laid plans of the game, and he robs others of interesting role play, he ultimately hurts himself the most. He cheats himself out of important player and character development. He deprives himself of the difficult situations which force him to make very important decisions.

If it is discovered that a player cheats (a nasty word), a forgiving GM might not say anything and simply give the important plot lines to someone he can trust. This is usually the case if the player is a very good friend. A GM who wants to help a player might privately confront him and suggest, as a deterrent, that he sit close during future games, so he can monitor his die rolls. Finally, a GM could just throw the player out of his game altogether (unfortunate).

I'm no saint. I, on occasion, and thankfully it was during my younger years, have cheated. I came to these realizations on my own, and these friendly words of advice are heart-felt. No one can ever fully shed their distrust of a person who they feel has cheated them. A GM will always be a little suspicious when a player he once caught cheating throws a few open-ended die rolls. This is human nature. So don't, for your own sake, and for the sake of friendship, change your luck just because you think you can get away with it...someone is always watching.

Lem Richards

Critical Decisions

some verbage from our editor

Some of you have probably noticed that the 'Upcoming Features' listed in the back of Grey Worlds aren't always in the next issue as promised. In particular, the Psimancer hasn't yet appeared (due to a decision that some changes in game mechanics had to be proposed first), and the GM's forum on NPC spellcasting tactics has also been delayed. There are several reasons this occurs--it's hard to judge how long some of the pieces that appear in GW will be, how long they'll take to finish, how many subscriber contributions will come in and how long they'll take to format, or in the case of the GM's forum, getting everyone together in one place (to name a few). Rest assured, we'll try to get to everything as soon as possible. Meanwhile, "Coming Next Issue" hereby becomes "Coming in Future Issues".

The 'Heartfelt Plea' from Yours Truly The Editor for more artwork submissions has been answered before it actually ran! Thanks for all your contributions; it would be a shame to get stuck in a position of having to depend entirely on commercial art. Many good fantasy artists need a forum for their material, and GW may well be an ideal one. Everyone knows a starving artist, so have the one you know send us a portfolio with several good samples of his work. *We must have original copies to work from!* Second-generation copies just don't reproduce well. We'll return all originals before the next deadline comes around. Please send the traditional SASE to insure the quickest possible return of the originals. And remember, we only hold proprietary rights to publish your art in GW. You still own all the rights to your work.

To our new artists, welcome. To our old and faithful contributors, welcome back. See you next time.

Ross Henton

Moremaster

Why I hate level bonuses.

That's right, I don't like the expanded level bonus for profession system, and I have some problems with the core rules level bonus system. They don't really matter at low levels, but over tenth, they start to hurt the game. That's too bad, because one of the great thing's about *Rolemaster* is that it is very playable at high levels. The first real *Rolemaster* campaign I played in used the expanded level bonus system. After awhile, we all sat down and agreed that we had to drop them if we still wanted to keep playing the same characters. Here's some of the reasons.

First, it messes up the *Rolemaster* game mechanics. The entire Maneuver system is set up so that a roll over a hundred, with any GM modification for the situation, is at least a partial success. A Lord level character with forty ranks in a skill and a +3 level bonus will have a skill of 145 plus stat bonus. With level bonuses, a player can get over a hundred before he's tenth level. I've seen Perceptions, Runes, and other skills of 100 plus from characters that aren't even tenth level.

There is just no way to balance the game when even mid-level PC, and NPCs are at a hundred plus before they roll the dice. The game is set so that it takes 70 ranks get to 100 from skill bonus alone. That means that a character should be about level thirty five before he breaks one hundred with a skill. Because of the diminishing returns of the skill rank system, another character must have a hundred skills ranks to have the same basic skill level as a Lord level character with forty ranks in a skill and a +3 level bonus. That really isn't fair to those of us who just spend development points for a skill.

For example, I once had a Twentieth level Warrior Mage who liked to study tactics. I had a good stat bonus, and I bought twice a level. Yet the same level Archmage, with his +3/lvl academic bonus, who hadn't even bought once every level was always better at it than my character. I mean, every Lord Archmage, Scholar, Alchemist, and Conjurer is a armchair general. One single buy of tactics will give him 65 plus his stat bonus. He's also automatically at 35 plus his stat bonus at every form of tactics there is. The best tactics percentage my poor Lord level Warrior Mage could ever have at level twenty is a mere 87 plus stat bonus, while the Archmage can have a tatics of 147 plus stat bonus.

What's more, because level bonuses give blanket increases in each category, everyone starts to have the same skills. Our friend, the Lord Archmage, is also at 65 plus with every other academic skill there is by buying just one skill rank with each one. A Lord Thief is just as bad with subterfuge skills, and a Lord Fighter can pick up any weapon ever made and be 35 plus his stat bonus with it with out even buying a skill rank. If the characters have the same level bonuses then they start to look alike, and if they don't, then who wants to spend development points on another half percent when you're already at 130 plus. Instead, let's go and get ten or twenty ranks in some other skill until everybody has ten ranks in everything. This makes a character too much like every other member of his profession, and your character is just plain out of luck if he doesn't happen to have a level bonus with a skill. You're not even in the same league, and these are just a few examples.

Even the core rules level bonuses can cause some problems. Take a Lord Ranger versus a 10th level Fighter. I would think a tenth level Fighter would be wary of fighting a Lord level Ranger, but that's not the case. Let's look at their OBs with level bonuses, assuming both buy twice a level. Lord Ranger has a maximum OB with his best weapon of 107 before his stat bonus is added. The 10th level Fighter has a maximum OB of 104 before his stat bonus is added. That's a difference of only 3%. If I was a Fighter over tenth level, I wouldn't be worried about a Lord level Ranger outside the woods in anything even remotely approaching a fair fight.

It also makes the game more deadly. A Lord Magician can have a Directed Spell of 147 before the dice roll and his AG bonus is added in. The elemental attack chart only goes to 150, and that's pretty close to a instant 'E' critical every time he rolls the dice even with defensive modifiers. A Lord Fighter will have about the same OB with his best weapon, but at least that can be parried. A good magical weapon and some spells can boost that even higher. A Lord Sorcerer can roll a modified 95 BAR almost every other base spell attack (an Lord Archmage can do it about 95 of the time). If the target has no other modifiers, then he will almost always fail his resistance roll (roll 50 or higher to resist if same level, minus 55 for a BAR of 95), even if he is the same level as the Sorcerer. When we used level bonuses, we had a 'Dead in X rounds' 'E' critical every round. The GM was constantly having to boost the monsters from the Creatures and Treasures book to even stand a chance against the PC and NPCs due to their level bonuses. Combat was generally very short, very deadly, and not very fun.

We got rid of level bonuses, and combat improved immediately. Combat was less who can hit who first, and more who had the best tactics. Low level criticals, which add flavor to the fight, became the norm, and an 'E' critical was a major event. We also found that the character with the most ranks in the skill were usually the best at it, and Rolemaster without level bonuses allows characters to be played well beyond twentieth level.

We are currently in a *Space Master* campaign without level bonuses and it works great. This is especially true in games that have deadly weapons like the plasma repeating rifle floating about. The only thing that has to be done to balance the game is remember that OBs will be lower. Modules will expect the players to have level bonuses, so just add a few levels to the listed recommended PC level.

If you still want a level bonus system, but would like to stop the blanket increase of level bonuses, then let me suggest a specific level bonus system. The specific level bonuses only apply to a single concept like a single skill, weapon, or even to base spell attacks of a single list. This shows what the character specializes in. Every character profession gets one general level bonus of +1, and two specific level bonuses of +1 to be divided as the player sees fit. The two specific level bonuses can only applied to a single skill, a single weapon type or Martial Art, a single Directed Spell, or to one spell list as a bonus to base spell attacks. General Level bonuses are just like the standard level bonuses. The player can chose to apply his general level bonus to any one skill category (i.e. academic, subterfuge,...), his OB with Martial Arts and weapons, his Directed Spell, or all base spell casting (in core rules for instance, all pure spell casters have a 'general' level bonus of +1/lvl for base spell casting). General and specific level bonuses can be added together, but the highest level bonus a character can have is +3/lvl in anything without GM's permission. I suggest the GM should usually have the players not give their characters any higher OB, Directed Spell, or base spell level bonuses than what Rolemaster already allows the profession in the Level Bonuses for Professions table.

Some example include a Fighter with +1/lvl to OB, and +3/lvl to longsword. A Thief with +1/lvl to subterfuge skills, +2/lvl to Stalk and Hide, and +1/lvl to longsword OB. A Magus with +1/lvl with base spell casting, +2/lvl to *Command Words*, and +1/lvl to Spell Mastery of *Command Words*. A Magician with +1/lvl to all Directed Spells, +2/lvl to Fire bolt Directed Spell, and +1/lvl to *Spirit Mastery* base attacks. In the above Lord Ranger versus a tenth level Fighter example, the Ranger could get GM's permission for +2/lvl longsword level bonus. If nothing else, he would at least have a higher OB in almost everything but the Fighter's main weapon.

Because the specific level bonuses only apply to a single skill there will be more variations in the PCs and NPCs. Often, no two characters will have exactly the same level bonuses. This makes each character different, and shows just what he's good at. Another variation would be to have no general level bonuses and six to twelve specific level bonuses. A painless way to change over to the specific system would be by allowing a +1/lvl general level bonuses for each category and making any level bonuses higher than that specific. This way there would be little change in your PC's main skills.

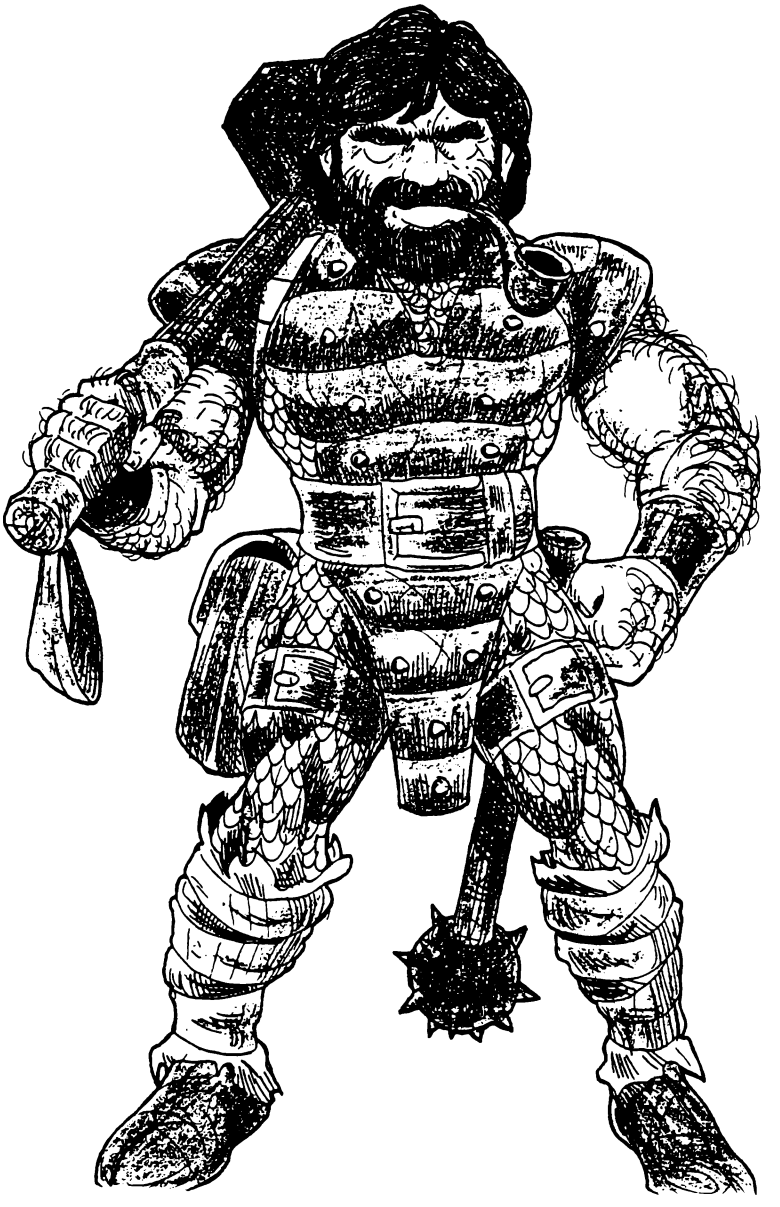
If a character starts to concentrate on a different skill, his other skills would suffer a little from disuse, so there is nothing really forcing a character to keep applying his specific level bonuses to the same skill each level. If Thrung the dwarf wants to add +3 to his great axe attack instead of his hand axe attack that's fine. I would even go so far has to allow the player to move part of the level bonus around each time he goes up. Each time the player goes up he can pull 3 points of his specific level bonus off one skill and add it to another. If Thrung was 12th level when he started this, then each level his great axe OB would grow by 6 while his hand axe OB went down by 3. By twentieth level, his OB level bonuses would be +60 great axe (+3/lvl great axe, counting his general +1/lvl to all OB) and +20 hand axe (+1/lvl to all OB). As the character grows in different directions, his skills also change to show these new directions. You could even use this system to slowly vary characters with the level bonus for professions system if you're careful what you allow the PC.

If you can see my point, but I seem to be going to far, then let me suggest this. In order to stop the instant "I'm at 65 plus stat bonus" with the purchase of only one skill rank, how about only applying to a skill a number of level bonuses equal to the number of skill ranks the character has with it. For instance, a Lord level Fighter with ten skill ranks with a bow has only a OB of 80 instead of 110 because he only gets the first ten levels of his +3/lvl OB bonuses. To get the full benefit of his level bonuses, he must have at least a number of skill ranks in the skill equal to his level. If he doesn't have the skill ranks, then he doesn't have enough background with the skill to use his level bonus. The level bonus equal to skill rank system will help keep everyone different, but doesn't require a major overhaul of the game.

I hope I have opened your eyes to some of the problems of level bonuses and that you can use this. If you disagree, please feel free to write in to *Grey Analysis*, and if you don't, then I would like to hear how this works for you. I think you'll find that with spell picks and no level bonuses or a modified level bonuses system, *Rolemaster* plays very well at high to extremely high levels. Till next time.

the Moremaster

aka D. Blank



THE ORDAINER SQUEAKS

Or: Kevin Barrett Spews

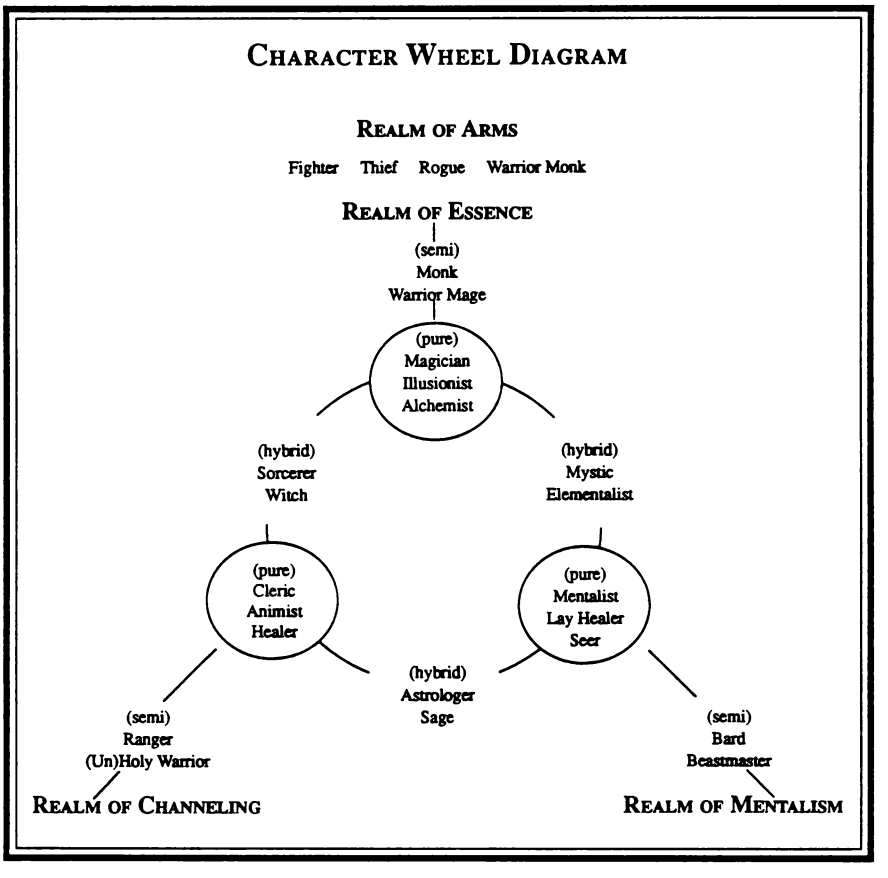
I knew I'd rankle a few readers with the first "Squeak" back in issue #2, but what the hell — that's what a fanzine is all about, right? Here Lem, I'll give you some more fodder.

NOW THAT WE'RE HERE

I'd like to use the next several Squeak installments to present some of the ideas and structures I use in my own ***Rolemaster*** game (when I get around to playing it, which isn't that often these days).

CHARACTER CLASS 101

Let me start at the beginning: Character Classes. I know I've had plenty to say about how horrible all the *Companion* professions are. They're overpowered, ill-conceived, and/or generally ruinous to an established campaign. Now you're saying, 'Oh ya, if he's such a smart-ass, what does he propose?' Well, first of all, let's not forget that there are *nineteen* basic professions in *Character Law*. Each has interesting and unique strengths and weaknesses. Maybe too many of these original professions have been passed over by ***Rolemaster*** players who are already digging through four separate *RoCos* looking for the most obscure calling possible. But I admit, having only one set of hybrid and semi spell casters, as *Character Law* stands now, is a bit restrictive. The challenge when allowing extra professions into your campaign is to "keep the balance". What's the fun in a game when everyone wants to play a *RoCo* Warrior Mage. I've run into that. After *RoCo II*, who wouldn't want to play a Warrior Mage or *gack* a Paladin.



Choosing a profession for your new character shouldn't be a *de facto* selection. You should have to weigh the pros and cons of each class allowed. I mean, if I had a choice of selecting between two semi spell casting professions, one with five base lists and the other with ten, I'd choose the one with ten. Wouldn't you? Don't lie. And if, at a given experience level, one profession could always turn his weapon into a +50 Elf-slayer, while the other could maybe "Blur" himself, wouldn't you take the Elf-slayer? Sure you would — come on. And doesn't it bug you that several of the spell-using *RoCo* professions are given a few original Base lists and then, for lack of imagination, the rest come from other professions? I know it bugs you — it should.

Balance is the name of the game, and the watchword for any good GM. The character classes you allow should even each other out *within* the framework of the rules, and not by artificial strictures produced by a gamemaster. An advantage held by one profession should be countered by an equally-powerful trait reserved for another. Without these constructs, wouldn't we all be playing Chaos Warriors? Well, maybe not Chaos Warriors, but you get my drift.

THE CHARACTER WHEEL

One of the constructs I've introduced in my own campaign is the Character Wheel. The basic *Character Law* professions were well thought out and fit into a tri-symmetric spell realm structure. There were three pure Essence users, three pure Mentalism users and three pure Channelers. Each realm combined with another to produce a set of hybrids, and each realm had its single Realm of Arms cross-over to produce a semi spell user.

As I've mentioned, a single set of hybrids and semis was the only drawback to the original *Character Law* profession setup. However, the diversity of characters already available in the basic game necessitates, in my humble opinion, only one more set of hybrids and semis: just six more professions. The accompanying diagram illustrates the symmetry and, dare I say *elegance*, of a well-balanced selection of character classes. In future installments of the Squeak I'll give my versions of what I think these new spell-using characters should have as well-balanced spell lists.

You'll notice that the names of some of the new professions I've included coincide with some already published in one or more of the *Rolemaster Companions*. All other points of comparison end there.

SIX PROFESSIONS AS THEY SHOULD HAVE BEEN

Cripes, is this guy conceited, or what? Or What! OK, here are the summaries of the six other professions I allow in my own ***Rolemaster*** game. Their (balanced) spell lists will appear in future Squeak articles, and I hope you won't think that they're just bland rehashes of the junk that has appeared in the *RoCos*.

Combinations of Two Realms of Magic

The Witch, Elementalist and Sage are hybrid spell user

professions. When a hybrid spell user casts a Base Spell, he must abide by the restrictions of both realms of magic that he uses. When he casts any other spell (Open, Closed, or other professional Base), he must abide by the restrictions of that realm only.

WITCH — Witches are hybrid spell users who combine the realms of Essence and Channeling. Their Base spell lists reflect their adeptness at enchantments and embedding, as well as indicating a basic tendency towards good or evil. The Prime Requisites for a Witch are Empathy and Intuition.

ELEMENTALIST — Elementalists are hybrid spell users who combine the realms of Essence and Mentalism. They concentrate on spells which conjure and manipulate elemental powers. The Prime Requisites for an Elementalist are Empathy and Presence.

SAGE — Sages are hybrid spell users who combine the realms of Channeling and Mentalism. Their Base spells allow them to assimilate information and master various areas of lore. The Prime Requisites for a Sage are Intuition and Presence.

Combining Arms and Magic

The Warrior Mage, (Un)Holy Warrior and Beastmaster are semi spell user professions. Thus, they combine the Realm of Arms with one of the realms of magic. Semi spell users must abide by the restrictions of their realm of magic when casting spells.

Members of each of these professions gain a bonus of +1 per level when attacking with any weapon (or Martial Art) up to a maximum bonus of +20.

WARRIOR MAGE — Warrior Magi are semi spell users who combine the Realms of Arms and Essence. Their Base spells deal with physical enhancements and combat magic. They may also be able to cast some Essence magic despite their wearing of armor. The Prime Requisites of a Warrior Mage are Empathy and Constitution.

(UN)HOLY WARRIOR — (Un)Holy Warriors are semi spell users who combine the Realms of Arms and Channeling. Though masters of arms and armor, (Un)Holy Warriors also have Base spells which deal with the health and spiritual well-being of others. They may also control other-worldly beings. Status as an Unholy or Holy Warrior is determined by the alignment of the deity served. The Prime Requisites of an (Un)Holy Warrior are Intuition and Self Discipline.

BEASTMASTER — Beastmasters are semi spell users who combine the Realms of Arms and Mentalism. With the aid of their Base spell lists, Beastmasters bind animals to their service. In addition, their Base spells aid them in natural environments. Beastmasters are adept at maneuvering and are accomplished armsmen. The Prime Requisites of a Beastmaster are Presence and Agility.

Character Development Skill Costs

The Witch

Prime Requisites: Em/In

Base Lists: White Magic, Candle Magic, Control Magic, Conjure Magic, Gate Magic, Black Magic.

Maneuvering In Armor: SL 9; RL 9; CH 10; PL 11

Weapon Skills: 9; 20; 20; 20; 20; 20

General Skills: Climbing 7
Swimming 3
Riding 3
Disarm Traps 7
Pick Locks 7
Stalk & Hide 5
Perception 3

Magical Skills: Spell Lists 1/*
Runes 2/5
Staves & Wands 2/5
Channeling 1/5
Directed Spells 2/5

Special Skills: Ambush 9
Linguistics 2/*
Adrenal Moves 5
Adrenal Defense 20
Martial Arts 9
Body Development 8

Secondary Skills: As Sorcerer, except Animal Healing, Cookery and Foraging: 1/3

The Elementalist

Prime Requisites: Em/Pr

Base Lists: Fire Mastery, Water Mastery, Air Mastery, Earth Mastery, Elemental Control, Elemental Change

Maneuvering In Armor: SL 4/*; RL 5/*; CH 6/*; PL 7/*

Weapon Skills: 9; 20; 20; 20; 20; 20

General Skills: Climbing 7
Swimming 3
Riding 3
Disarm Traps 7
Pick Locks 7
Stalk & Hide 6
Perception 2

Magical Skills: Spell Lists 1/*
Runes 2/5
Staves & Wands 2/5
Channeling 8
Directed Spells 2/5

Special Skills: Ambush 9
Linguistics 1/*
Adrenal Moves 5
Adrenal Defense 15
Martial Arts 6
Body Development 8

Secondary Skills: As Mentalist, except Weather-watching: 1/2

The Sage

Prime Requisites: In/Pr

Base Lists: White Lore, Dark Lore, Scribe, Sage Analysis, View to the Past, Intermediary Commune.

Maneuvering In Armor: SL 4/*; RL 5/*; CH 6/*; PL 7/*

Weapon Skills: 9; 20; 20; 20; 20; 20

General Skills: Climbing 7
Swimming 3
Riding 3
Disarm Traps 7
Pick Locks 7
Stalk & Hide 6
Perception 2/7

Magical Skills: Spell Lists 1/*
Runes 2/5
Staves & Wands 2/5
Channeling 2/5
Directed Spells 2/7

Special Skills: Ambush 9
Linguistics 1/*
Adrenal Moves 5
Adrenal Defense 20
Martial Arts 6
Body Development 8

Secondary Skills: As Astrologer, except Star-gazing: 1/3

The Warrior Mage

Prime Requisites: Em/Co

Base Lists: Blade Enchantments, Warrior's Words, Enchanted Signs, Magic Movements, Combat Defenses.

Maneuvering In Armor: SL 2/*; RL 3/*; CH 4/*; PL 5/*

Weapon Skills: 2/7; 3/8; 6; 6; 6; 9

General Skills: Climbing 3/9
Swimming 2/6
Riding 2/6
Disarm Traps 5
Pick Locks 5
Stalk & Hide 2/7
Perception 2/7

Magical Skills: Spell Lists 4/*
Runes 3/6
Staves & Wands 3/7
Channeling 13
Directed Spells 3/8

Special Skills: Ambush 4
Linguistics 3/*
Adrenal Moves 3
Adrenal Defense 20
Martial Arts 6
Body Development 2/8

Secondary Skills: As Magician, except Acrobatics, Contortions, Diving, Subduing and Tumbling: 3/6

The (Un)Holy Warrior

Prime Requisites: In/SD

Base Lists: Laying on Hands, Life Keeping, Communion, Summoning/Banishing, Protector.

Maneuvering In Armor: SL 1/*; RL 1/*; CH 2/*; PL 2/*

Weapon Skills: 2/5; 3/9; 4; 4; 4; 6

General Skills: Climbing 3/9
Swimming 2/6
Riding 2/6
Disarm Traps 7
Pick Locks 7
Stalk & Hide 5
Perception 2/7

Magical Skills: Spell Lists 4/*
Runes 5
Staves & Wands 9
Channeling 3
Directed Spells 20

Special Skills: Ambush 6
Linguistics 2/*
Adrenal Moves 2/6
Adrenal Defense 20
Martial Arts 4
Body Development 2/5

Secondary Skills: As Fighter, except Spell Mastery: 3/5

The Beastmaster

Prime Requisites: Pr/Ag

Base Lists: Beast Bonding, Beast's Sense, Natural Movement, Animal Commune, Lore of the Land.

Maneuvering In Armor: SL 2/*; RL 2/*; CH 4/*; PL 6/*

Weapon Skills: 3/7; 4; 6; 6; 6; 9

General Skills: Climbing 3/9
Swimming 2/5
Riding 1/3
Disarm Traps 3/9
Pick Locks 4
Stalk & Hide 2/4
Perception 2/7

Magical Skills: Spell Lists 4/*
Runes 5
Staves & Wands 6
Channeling 13
Directed Spells 10

Special Skills: Ambush 3
Linguistics 3/*
Adrenal Moves 2/7
Adrenal Defense 15
Martial Arts 3
Body Development 3/7

Secondary Skills: As Ranger, except Tracking: 1/4†

† — Note: The Ranger's "Tracking" cost in *Character Law* should probably be 1/3, not 2/5.

Spell Lists

The Base spell lists for these six professions will appear in future articles. Though I have tried to avoid it, some list names have duplicated those which have appeared in *RoCos*. The spells themselves bear little resemblance, however.

A Look Into Dark Space

Dark Space is the working title of a new I.C.E. product which is coming out soon. It is currently in the earliest stages of editing, but it should only be a matter of months before it goes to the stores. Although its origins are that of just a single adventure, it quickly blossomed into an entire campaign setting.

The setting of Dark Space is one that can be used with either Space Master or Rolemaster, but preferably both. It is a setting comprised of twenty individual worlds where magic and technology coexist. These twenty worlds surround the Dark Nebula, wherein dwell the Natharl'nacna, which comprise the 'Entities From Deep Space' section of Creatures and Treasures II. Many adventures of the campaign would center around these horrible and ghastly beings and their subversion and attacks against humanity, thus working in a horror element that is prevalent throughout the entire book. Rules are included for using magic and spells if the GM has only Space Master, as well as technological skills and space travel if only Rolemaster is used.

The history and details of the society of the Twenty Worlds is well detailed, including the description of numerous individuals and organizations. Two powerful organizations, the Citadel and the Cartel, not only hold most of society in their hands, but are also on the brink of war almost continuously. The Citadel is the Church, a religious organization that controls most of society. The Cartel is a corporate conglomerate that controls much of the economy and trade of the Twenty Worlds. Each of the worlds is detailed, with its individual history and description presented, along with creatures and races that inhabit the planets. All of the worlds are unique, some through their conditions (desert world, jungle world, etc.), some through political or social structure, and some through their modifications to magic.

Also included are new rules for spell casting (including rules for spell casting in a vacuum), and all new spell lists for dealing with the technology of the setting and for dealing with the travel through space. A new plane of existence, called Nullspace, is used for interworld travel as distances corresponding to realspace are shortened there. Nullspace is dangerous, however, for though it is filled with atmosphere, it is frequented by violent storms and undead pirates on bioships cursed with unlife.

Perhaps one of the most unique aspects of Dark Space is its technology. A few hundred years ago in the history of the setting, a faction of the Citadel called the Pirathon decided that technology dealing with inorganic substances was unholy and unnatural. This began the Pirathon Purge which swept through the Twenty Worlds and eliminated most of the inorganic technology known as Hardtech.

This also brought about the need for a new technology. This technology, called Softech, deals with the science of bioengineering, and takes the principles of DNA and protoplasm design and modification to unlimited heights. Softech includes specialized helpful microrgainsms that can be injected into the host's body, grafts that attach themselves to a host, organic implants and enhancements, DNA modifications, and a number of other applications. There are also engineered creatures which are created to function as weapons, armor, tools, and transportation. Some of these transportation creatures include living starships, such as Cthugan Deathships and Crystal Schooners, which move via their psychic drives and their ability to travel into nullspace, rather than by mechanical means. Lastly, rules for the creation of metamorph characters, which are beings created through Softech to possess incredible super-human powers, are included.

Dark Space can be used as a campaign setting, a setting for an adventure for either Space Master or Rolemaster, or a GM can simply use the spell lists, the Softech items, etc. and work them into his campaign as he sees fit.

Creatures and Treasures Too

		MOVEMENT STATISTICS			----------COMBAT STATISTICS----------				-----ENCOUNTER STATISTICS------			
Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	ATTACKS	# Enc.	Trea- sure	Bonus EP	Outlook (IQ)
Urloc												
Wizard	7G	65	Spt/10	MF/MF	M/II	130G	3(20)	50Melee/40Missile/Spells	*	*	F	Cruel(EX)
Warrior	5F	80	Dash/15	FA/VF	M/II	140G	3(50)	70Melee(1-4x)/50Missile/Spells	*	*	E	Cruel(HI)

This issue, I have decided to focus on a race in *Creatures and Treasures II* that did not receive the attention that it properly deserved: the Urlocs. Next issue, I plan to focus on monsters and magic items that deal with deep space and space travel. I will include some of the new creatures and magic items that will be featured in *Dark Space*, and I would also like to include anything sent in by other contributors that deal with that same general area--anything that would fit in with the creatures in the "Entities From Deep Space" section of C&TII, or any creature that would dwell in the depths of space. Also, any magic items that somehow fit into that genre could be included. In following issues, I plan to offer monsters and magic that fit into a general category each issue (i.e., things that center around fire, etc.). I will try to give advance notice as to what those topics will include so that other contributors can send in material that will fit into this column. The column topics can also be shaped by what you send in.

Urloc: (-)-EKNX#,OS-8; 5'5"-6'; suggested limits on profession: no non-spellcasters; no sleep requirements; average lifespan: immortal.

It has recently been discovered that the race known to man as the Urlocs are not an ancient race at all. The Urlocs are creatures from the far future, who have learned magical abilities to come into the past. Some theorists say they are here to perform some mission to attempt to change the future, or create a new future (depending on the theory of time travel accepted). Other scholars believe they have fled some doom in the future to the relative safety of the past. Although the Urlocs would never admit it, a generally accepted idea about the nature of these creatures is that they are highly evolved examples of orcs, ogres, trolls or some other race that was created through magic here in the present. Some contend that it was time travelling Urlocs who created the race that they evolved from to begin with, thus creating some sort of impossible time loop, but this idea of time travel is not widely accepted.

One thing is certain, however: the Urlocs are here to stay. Whatever method of time transportation they used to arrive in the present, they no longer possess it. They are "time castaways", in a sense.

In appearance, they are hideous. Thick, bluish-grey hide covers their normally fat bodies. Wide, tooth-filled mouths and small, pupil-less eyes are all that makes up their faces. Normally, they dress in loose-fitting garments, which are sometimes long and flowing. Jewelry is common, and necklaces of the
teeth of those they have slain are quite popular among them. They almost never use weapons.

Each and every Urloc has some magical ability, as they are a highly evolved race. Most commonly, they are magicians, evil magicians, evil clerics, magi (though normally without wielding weapons), and mentalists, but there is no spellcasting class that is beyond them. The GM may wish to use the Urlocs as a way to introduce new spellcasting professions, spells or spell lists into his campaign. It would be very appropriate for the Urlocs to have spells and magics that no one else in the campaign possesses.

Theirs is a society based entirely around magic and spellcasting. They dwell within fabulous constructions, built with the aid of enchantments and spells. Their rulers are always the most powerful of those that are ruled. Normally, these rulers take the title of Grand Vamon or Lord Irrah Magis before their name. They are cruel and heartless by human standards, even to each other. Their rulers always wield absolute political power, destroying all who would oppose them. They normally tend to dwell near the sea, and are well known for their magical and elegant ships. Some Urloc sea craft have been known to be made from stone, glass, ice, iron, and many other strange substances. They are also known for their construction of magical automatons and artificial beings. Golems, constructs, viles, shards, and all manner of such beings are used widely by the Urlocs as servants and guards. Also, many artifacts are said to be of Urloc origin.

The Quishadi (C&T II) are beings who were originally the magical constructions of the Urlocs, but who won their freedom in a bloody revolt. The two races now hate each other with a passion unknown among men. Rarely do they engage in open warfare (the Quishadi know they would be destroyed in any such conflict), but instead they normally send magical summonings to wreak havoc on the other side.

STAT BONUS MODIFICATIONS											RESISTANCE ROLL MODS.					HEALING AND INJURY					
Type	ST	QU	PR	IN	EM	CO	AG	SD	ME	RE	Ess	Chan	Ment	Poi-son	Dis-ease	Soul Dep.	Stat Max. Det.	X	Rex Lang.	Type	Dice Hits
Urloc																					
Wizard	0	0	+15	+15	+15	0	-5	+5	+10	+10	-10	-10	-10	+30	+100	3	+3	2x	4	1-10	180
Warrior	+5	+10	+5	+5	+5	+0	-5	+5	+10	+10	-10	-10	-10	+30	+100	4	+2	1.5x	3	1-10	190

No real form of Urloc religion exists, but they do seem to revere entropy and abstract concepts like chaos, destruction and death as humans relate towards deities. Their language is complicated and foul, sounding even more hideous when spoken with their low, grinding voices. No Urloc needs to sleep, and they seem to be immune to aging and many diseases. They reproduce asexually, and there are no pre-set social ranks (as humans have based on race, sex, or family). The most powerful control the less powerful. Power is everything to the Urlocs.

The Urloc warrior is probably not a true Urloc at all, but a magical construction. This is not a proven fact, however. These warriors are generally thinner than their counterparts, and have four arms with which to wield weapons. They normally know the spells of a particular semi-spell casting profession, such as monk, nightblade, paladin (modified), etc. They use a variety of weapons, which are often magical in nature (5% chance per level), but some favorites are heavy, barbed whips, falchions, battle axes, polearms, and javelins. They are always the subordinates of the spellcasting members of their society, but they are above in rank any of the magical constructions. This is not because of their "race", but because they are always less powerful than the spellcasters. The spellcasters always make certain of this.

Treasures

Whip of Death: An Urloc weapon, it has three whips, thus making it difficult to wield (-15 for anyone attempting to use it using normal whip skill). One whip is barbed, and inflicts an additional slash critical of the same severity. The second whip is charged with magical energy, and it drains 1 strength point from the victim's temporary score if he fails a RR. The third whip is an energy bolt which inflicts an additional electricity critical of the same severity. Only one attack roll need be made, and all the effects are applied after the normal attack is determined. *Most Potent.*

Bone Claw: Another Urloc weapon, this is made from the forearm and claw of some slain monster. It is enchanted so as to be able to be used by a wielder (used somewhat like a war hammer), using the bonus for martial arts, but the table referenced is the claw table, with the maximum result being large. It also inflicts additional cold criticals of equal severity. *Potent.*

Yemishon: This magical stone presumably come to the world encased in the mass of a meteorite. Its substance certainly is not known on this world. The Yemishon appears to be a nondescript, oval-shaped stone that is a pale yellowish color. It is, in fact, an artifact of incredible powers. Five times per day, it can be used to cast any spell of 50th level or below, or to achieve any effect the GM decides is a 50th level effect or below. When it is used, it seethes with power. There is a 10% chance, each time it is used, that it will teleport itself to a random location on the world that it is currently on. This last trait seems to be a curse of some sort, but the curse's origin is unknown. The Urlocs seek this stone and covet its powers more than anything else. *Artifact.*

Odic Fathers

Arcane Magic: Is it a unified force or a obscure technique? Arcane Lists: Are they just lists that any spell caster can use? What defines Arcane magic? If Arcane magic is the combination of Essence, Channeling, and Mentalism, then could other realms exist? How do you dispel an Arcane effect if you only have *Cancel Essence*; wouldn't you need Cancel Arcane? Did man divide up the realms, or did the gods, or was it just specialization?

These questions can sometimes be the catalyst for devastating arguments. An example might be the *Cancel Essence* effect. Suppose a target has an Arcane effect active and the party's magician wishes to dispel it using *Cancel Essence* (or any cancel or dispel effect). The GM has a few options: The magician's *Cancel Essence* will not affect the Arcane spell, because he has yet to cancel the Channeling and Mentalism aspects of the effect. Or he can rule that it does succeed because Arcane magic cannot function unless all three forms are present (Essence, Channeling, and Mentalism). Or he can rule that all three components must be canceled for the Arcane effect to be removed. Tedious and temporary solutions at best.

An integral part of the Rolemaster magic system is the use of realms of power. In this system, one could be led to think of these realms of power in two different ways: A realm of power is either a unique method of spell casting, or each is actually a unique source of power. The game tends toward the latter. But Essence and Mentalism are only different in the way the Essence is manipulated. An Essence caster manipulates the raw essence that is flowing freely about, and a Mentalist caster manipulates his personal Essence. An Essence caster uses his hands and voice and possibly various components to cast spells, while a Mentalism caster uses his mind and possibly one hand. It would seem easier to only make a difference between Essence and Channeling; dissolving Mentalism and merging it with Essence. But a more creative alternative would be to treat each realm as a unique way of casting. Let Essence be the source of power. Channeling would be the 'channeling' of powerful Essence from the caster's patron, and Essence and Mentalism could remain the same.

In Spell Law, section 10.8 Learning Spells, it is suggested that a GM may allow a spell caster to learn spell lists that are not normally available to him or lists that are not of his realm(s). A note is made which reads:

Note: The power point total available to a spell user is based only upon his primary realm (or realms, in the case of a hybrid spell user). Thus even if this optional rule is used to allow a spell user to learn a spell list in a "different" realm, all spells are still cast using the single power point total.

Keeping in mind that a spell caster's power points are based upon his experience level and one of his stats (hybrid spell users average their stats), and the note above specifically states "*...all spells are still cast using the single power point total.*", it would be logical to assume that their is only one source of power, Essence (in this case).

But what about Arcane magic? Arcane magic now becomes just another realm. It's a special realm which treats all realms the same, thus enabling an Arcane caster, such as the Archmage, to *operate within any realm.* He can cast spells from any list, because his technique allows him to do so. Arcane lists should be considered 'realm free' to spell users who are trained in a specific realm. Arcane lists can be used by either Essence, Mentalism or Channeling methods.

Arcane magic was the original *realm,* and Arcane casters could be thought of as the fathers of modern magic. Arcane casting was raw and undisciplined. A spell researcher employed whatever methods and materials possible to achieve the desired effects. Each list was an idea, but an idea which was very broad and explored in a general fashion. Because these lists were very general in concept or application, they could be broken up into a few or many smaller lists. This later led to the divisions of the Arcane lists into what are now considered a professions base lists. Today, spell casting has been modernized and specialized; it is no longer raw and unbridled. Each list has been trimmed and modified to meet a particular need. Each concept has been dissected to achieve a specific logic and efficient technique. There are a few rare individuals who still practice within the Arcane realm. It is no wonder that they can pick up any list and see part of the past within it. It is also what makes them such dangerous foes.

'The sky darkened as if an inexplicable nightfall had come, exposing a firmament empty of stars. In the new dusk, they were wrapped around the eftmound like a mantle, multicolored and alive. Viridian and crimson lights, emerald and essential white intensified like a spray of coruscation, mounting toward conflagration. A rainbow of fires rose up the hill. And as they grew stronger, the wind began to blow.

'She was alone in the emblazoned gloaming and the wind. It piled against her until she staggered...all the material substance had become wind, and the wind cycled around the eftmound as if Infelice had invoked it, giving it birth by the simple words of her summoning...and she went with them tumbling helplessly along the wind. But as she rose, her awkward unfiery flesh began to soar. Below her, the hill lay like a pit of midnight at the bottom of the incandescent gyre. She left it behind, sailed up the bright spin of the sparks. Fires rang on all sides of her like transmuted bells. And still she was larked skyward by the whirlwind.

'She felt ecstasy and destruction as if they were the last thoughts she would ever have, and when she lost her balance, stumbled to fall facedown on the earth, she was weeping with a grief that had no name.'

--From The Second Chronicles of Thomas Covenant, Vol. II: The One Tree, by Stephen R. Donaldson

The Arcane Review

Ar-cane' (är'•kan'), adj. [L. *Arcanus*]: (1) hidden, secret. (2) A spell list accessible by spellcasters of all realms. (2) A list focusing magics in a more primal, basic manner than traditional "refined" base lists. (3) A spell list predating the resolution of magic and magical ability into the three traditional realms. (4) A list which, by virtue of its simplicity, accesses relatively more powerful spell effects at lower levels than "base" lists. **Syn:** *butch, rude, unbalancing.* **Usage:** (1) "Estrefan, being an archmage, knew many *arcane* lists." (2) "Take that out, this isn't an *arcane* list, for gawdsake!"

If it is to be assumed that the arcane lists predate other, more specialized base or open/closed lists, due to their embracing all three realms of magic as being the same, then it follows that the effects produced on such lists would be broader in scope than those on other lists (such as Open Essence *Unbarring Ways*). The arcane lists might well not have the more polished, refined and technical effects. For instance, 'bolt' and 'ball' spells would surely be seen, but perhaps not 'triads'. True arcane lists should ideally have strong, single concepts which prevail throughout them. These older magics would not have been geared for specific tasks, but would be much more general in application.

These lists do not necessarily need to be more powerful than others, but they should be appropriate 'arcane' concepts. If one can look at an arcane list and be forced to ask, "Could I really see a user of essence/mentalism/channeling producing these effects?", then perhaps the list should be reconsidered as not being arcane in nature, but might instead be more appropriate as a base list for a specific class, or even an open or closed list.

One immediate conclusion that many jump to is that when a list is defined as "arcane", it is of necessity more powerful at lower levels than other lists. Whereas in some cases this may prove true, due to the traditional view of arcane lists having an essential "primal" nature, it is by no means an absolute. It isn't graven in stone that every arcane list has to have effects as powerful as *Greater Fireblade* or *Earthbeast* appearing on it somewhere. But the list should be consistent within itself--dedicated in the most part to a single concept--and it should be conceivable that members of any spellcasting profession should find it understandable and appropriate.

When reviewed under these guidelines, it becomes apparent that several of the existing arcane lists, if they are to be allowed, should be reconsidered as to their appropriateness. Many so-called "arcane" lists seem more likely candidates for base lists or even open or closed lists. Also, some of these lists have several serious problems, and our playtesting has showed that they need drastic modifications and limitations placed upon them. Likewise, our review led us to the conclusion that several lists which have traditionally been relegated to the ranks of the various professions and realms seem to fit our criteria for true arcane lists. Below are our reviews.

Spell Coordination

This is a good list, although we had some dissenting views on it. We finally decided that it was arcane (even though it doesn't seem to follow a specific theme) partially because we couldn't find any place else it really belonged. The deciding factor was that this list could easily fit into the conceptual view of any spellcasting class.

Bladerunes

This seems to really be more of an Alchemist base list. Whereas many of these spells seem to be essence-based effects and are also not inconceivable to come from a channeling spell user, we found it hard to imagine a seer or mentalist producing them.

Earthblood's Ways

Absolutely an arcane list. Maybe even the first spell list written. The ability to tap directly into the power inherent to the earth may have been the wellspring of all further magic.

Entity Mastery

Again, these seem to be spells an alchemist would use. Or, perhaps, if one follows the traditional legend of the golem (dating from 17th century Prague; the clay statue which was animated by a rabbi who placed a strip of parchment containing the secret name of God in its mouth), these spells could also be considered clerical in nature.

Ethereal Mastery

This one has holes in it like swiss cheese. Many of the spells (such as *Voice of Summons* and *Blink*) seem straightforward enough when read, but have some real problems when confronted with the fact that no really comprehensive piece on the nature of the Ethereal Plane has been published for *Rolemaster*. The concept, however, we felt was arcane in nature, and doesn't fall outside anything a spellcaster limited to one of the three realms could accomplish.

Shapechanging Ways

Wrong. This would have been better served as a base list for animists or druids. This seems more appropriate for a profession (or group of professions) whose milieu is an outdoor one. Don't forget, *any* spellcasting class should be able to learn the arcane lists. Would this be appropriate for a Paladin or Noble Warrior?

Mana Fires

Yes. This list was a pleasure to see in print. In fact, this could have been the first elemental list written. It fits all our preferred criteria: it is primal and unrefined (no triads or other "fancy" effects), and all the spells fit into a single concept. The fires produced are unconstrained: they are free to wreak havoc and destruction, without being forced to do things atypical to the physical nature of fire.

Spell Triggers

Deep sigh. This list should probably be an arcane list (it certainly only follows a single concept), but it desperately needs work. I have seen this list more grossly abused than any other yet published. (Put ten or twelve *Fireballs* on a dagger, all set to go off on impact, and throw it into a crowded room, being careful to stay out of the 10' radius. Or perhaps a few *Lightning Balls* on the King's throne late one night, timed to go off during tomorrow's council meeting. Or put all your defensive spells on triggers, so you can have them all instantly active during combat. You see my point.) It needs many constraints put upon how many triggers can be active on a single item or target, among other things. The concept of the list is solid and simple, and with work could be one of the most creative lists in the game if used properly.

Metal Lore

Another good list. Even though it has a couple of effects not traditionally ascribed to arcane lists (*Following* and *Corner* bolts), it is broad enough in spectrum that almost any class can be seen using it. And it certainly doesn't suggest usage by any specific class (such as *Shapechanging Ways*).

Stone Lore

Same observations apply. Simple, direct, and to the point. Although it bears some resemblance to *Earth Law* and other similar lists, it is broad enough in scope to qualify.

Wood Shaping

Wrong. Another ranger/druid list. Also, where does *Tree Door* fit into the "Wood Shaping" concept? And my personal bane, the 25th level *Live Wood* spell. This spell is so vague as to render it completely useless. Can the staff so made actually cast spells of its own volition? Is it, therefore, intelligent? Which spells can it cast? How fast does it grow? Does it eventually become a whole tree? If it gains experience, can it learn new lists? If it is actually a living entity, how are its stats and hits determined? *Even ignoring all this, once it is made, what do you do with the damn thing?*

Plasma Mastery/Nether Mastery

Lem and I were divided on these. He sees them as being Magician base lists, and there is much to recommend that opinion. Alternatively, neither element is normally considered naturally occurring on this plane (unlike earth, air, fire, water, and light) and thus this list has an important difference to other magician lists. I personally feel that Plasma Mastery and Nether Mastery should be magician and evil magician base lists respectively, and *also* treated as arcane lists. Whether you happen to like the lists and the power they present or not, they may be the ultimate elemental attack lists.

The So-called "Arcane Coven" Lists

These lists don't really give an impression of a high-order witches' coven as being anything to be feared, do they? (It also happens that they are grossly chauvinistic and insulting to women in general and witches in particular. If I were one, I'd hit the author with my broom.) Let's take some examples.

Household Magic

Three fundamental questions occur: First, ***Was this really necessary?*** Second, who in their right mind is going to pay arcane list DP costs to learn it? Third, isn't it insulting to contend that a group of powerful, traditionally female spellcasters is going to waste time or build the reputation a powerful coven should have with spells like these?

Barrier Ways

A poorly designed list, at best. It is a crossover list, and its effects are cobbled together from half a dozen other lists. It produces no single specific concept or way of handling magic as an arcane list should.

Brewing Lore

An altogether excellent list, that definitely belongs as an arcane list. It is different from any other comparable list, and its spells could be produced by any spellcaster choosing to dabble in alchemy.

Hearth Magic

See *"Household Magic"*. Again, I'd be insulted. Another unnecessary list.

Wax Magic

Nope. Nothing new here, no single concept holds true to the whole piece. Its counterpart, the Witch base list *Candle Magic*, is much more open-ended in nature, and a better choice for an arcane list.

Mending Ways

Perhaps an alchemist or a crafter would be interested in this one. This wasn't really needed.

Way of the Navigator

Unfortunate. Buy *Shadow World* instead. It's much better.

Lists That Should Have Been Arcane

Elemental Summons

Why should the summoning and control of elementals be limited only to magicians? Why couldn't a druid be capable of the same feat? Or, for that matter, if *Ethereal Mastery* is to be considered arcane, with it's vague conjuring/summoning spells, why is this list, which only concerns itself with a single, simple theme, appropriate for most (if not all) spellcasting classes, stuck as a base list for only one class?

Spell Reins/Spell Enhancement

Now *these* are arcane lists, just as much as *Spell Coordination*. These effects could have been researched for each realm. We saw no reason why either of these should be reserved for essence spellcasters.

Scrying Guard

Warlock base list? As a base list for seers, maybe. But this seems to us to be a truly arcane concept, and examination of the list didn't suggest any one realm in particular. It fit our criteria in all respects.

Words of Power/Command Words Spirit Runes

Lem thought that *Words of Power* should be arcane and the rest of these (and in fact, the Magus profession) should be flushed. I thought that *Words of Power* and *Command Words* should be arcane, and *Spirit Runes* should be a Shaman base list.

Arcane Lists We'd Like to See

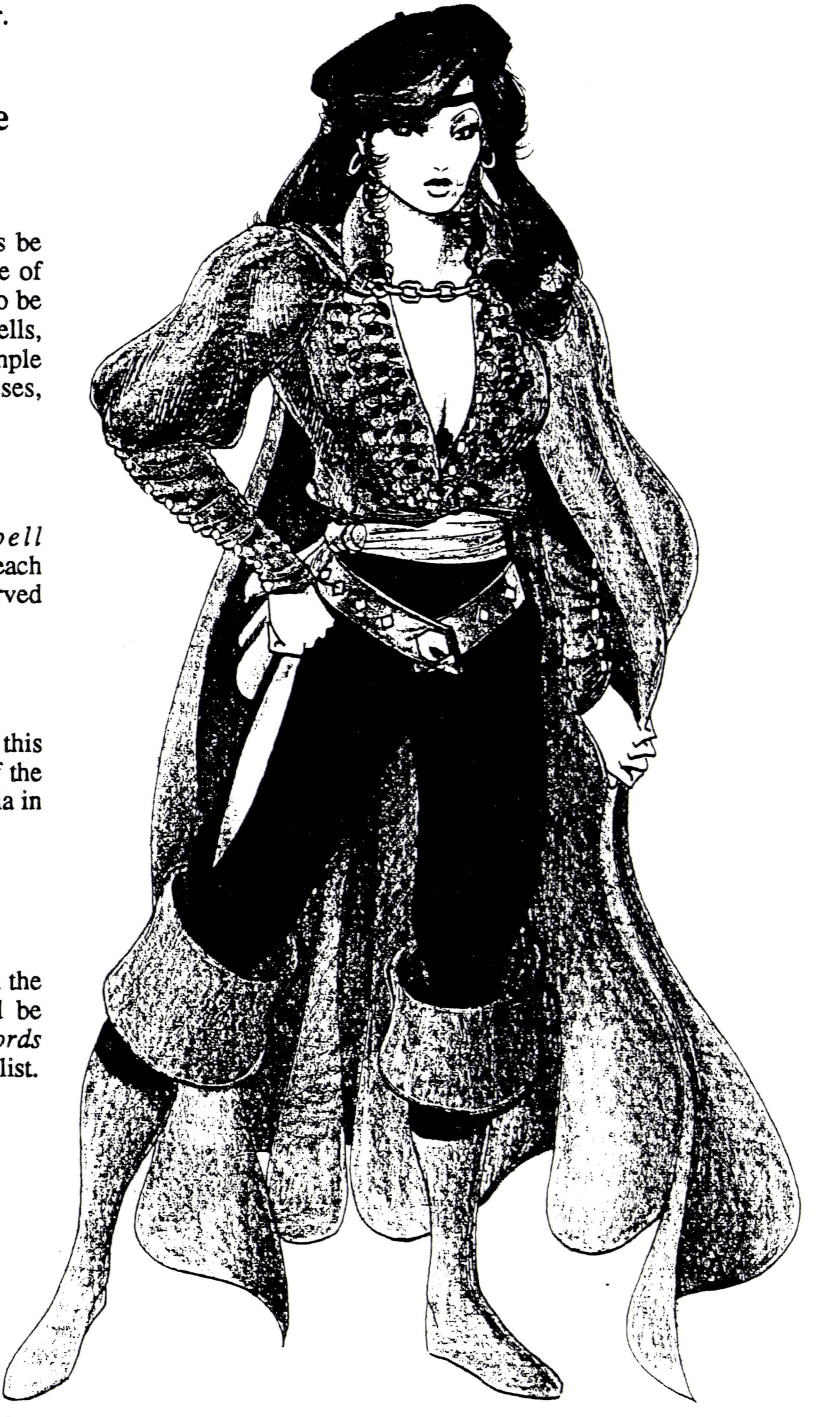
One or more arcane healing lists

An arcane list for phasing and desolidifications

An arcane dispelling list

An arcane scrying list

Please, share with us your viewpoints on how these and other arcane lists should be played. And send us your arcane lists--let's set a standard which can be accepted by most gamers as unique and playable.



Conveyance (Arcane)

	Area of Effect	Duration	Range
1. Detect Psyche	self	1 rd/lv	100'
2.			
3.			
4. Conveyance I	self	10 min/lv	v
5.			
6.			
7.			
8. Conveyance II	self	10 min/lv	v
9.			
10. Body Warning	self	-	v
11.			
12.			
13. Convey Defenses	self	v	self
14. Conveyance III	self	10 min/lv	v
15. Body Awareness	self	c	self
16. Convey Spellcasting	self	10 min/lv	self
17.			
18. Instant Return	self	-	v
19. Conveyance IV	self	10 min/lv	v
20. Dual Consciousness	self	10 min/lv	self
25. Conveyance V	self	10 min/lv	self
30. Lord Conveyance	self	10 min/lv	self
35. Dual Conveyance	two targets	10 min/lv	touch
40. Free Psyche	self	v	touch
50. Multiple Conveyance True	v	10 min/lv	touch

1. Detect Psyche (I) Caster can detect any conveyed or disembodied psyches within range.

4. Conveyance I (U) Caster's psyche leaves his body (which is inactive) and may travel at 1000'/min. Caster's 'psyche' will receive normal sensory information, but cannot cast spells or affect anything around him. All perception rolls to notice the hazy, shimmering form of the caster's psyche are at -75. Caster cannot travel through solid matter. If the caster overstays the duration, he must make a RR or die (attack level = # of rounds overstayed).

8. Conveyance II (U) As *Conveyance I*, except caster's psyche may travel at 1000'/min and 1'/rd through solid matter. If caster overstays, his RR is at -10.

10. Body Warning (U) Caster is instantly warned (regardless of distance) if his body is touched, damaged, subject to a spell or spell effect, or in any other way disturbed. Caster will not know the exact nature of the disturbance until he returns to his body. This spell will not be activated by such comparatively insignificant disturbances as a fly landing on the caster's body, etc. (GM's discretion).

13. Convey Defenses (UD) Caster's psyche will be protected by any protective spells he had active when his *Conveyance* spell was cast (subject to the normal duration of the spells). The spell energies will travel with the caster's psyche, and can be detected by such means as *Detect Spell. Note: use of this spell may leave the caster's body defenseless.*

14. Conveyance III (U) As *Conveyance I*, except caster's psyche may travel at 2500'/min and 5'/rd through solid matter. If caster overstays, his RR is at -20.

15. Body Awareness (U) Caster can instantly shift his perceptions (temporarily) back to his body. He can open his eyes and receive normal sensory information, but he cannot move or take any action until his psyche rejoins his body. His psyche cannot move or receive any sensory information while his perceptions are shifted back to his body.

16. Convey Spellcasting (U) Caster's psyche can cast defensive and information gathering spells *only* at x2 normal power point cost.

18. Instant Return (U) Caster's psyche can instantly return to his body, regardless of distance. Caster must make a RR (no mods) vs. the level of this spell or be disoriented and stunned 1 rd/5% failure upon rejoining.

19. Conveyance IV (U) As *Psyche Conveyance I*, except caster's psyche may travel at 1 mile/min and 10'/rd through solid matter. If caster overstays, his RR is at -30.

20. Dual Consciousness (U) Caster's awareness may be split between his psyche and physical body. All perception rolls made by the caster are at -25, and his physical body is restricted to 25% action.

25. Conveyance V (U) As *Conveyance I*, except caster's psyche may travel at 5 miles/min and 25'/rd through solid matter. If caster overstays, his RR is at -50.

30. Lord Conveyance (U) As *Conveyance I*, except caster's psyche may travel at 10 miles/min through solid matter and air alike, and he may also travel to the astral and ethereal planes. If the caster overstays, his RR is at -75.

35. Dual Conveyance (UF) As *Lord Conveyance*, except caster may bring the psyche of one other willing target along with him.

40. Free Psyche (U) If caster's physical body is destroyed, his psyche may travel freely (as *Conveyance V*) until it finds a physical body it can inhabit. If the body is occupied, it may inititate a will-vs-will contest to take over the body. If the will contest is unsuccessful, the caster must make a RR modified by -50 or his psyche 'dies', and is consigned to whatever plane of existence is next for him.

50. Dual Conveyance True (UF) As *Dual Conveyance*, except caster can bring along the psyches of 1 target/5 levels.

Conjurations (Arcane)

	Area of Effect	Duration	Range
1. Command I	1 target	1 min/lv	100'
2. Banish I	1 target	1 min/lv	100'
3. Conjure I	1 target	1 min/lv	100'
4. Command II	1 target	1 min/lv	100'
5. Banish II	1 target	1 min/lv	100'
6. Conjure II	1 target	1 min/lv	100'
7. Command III	1 target	1 min/lv	100'
8. Banish III	1 target	1 min/lv	100'
9. Conjure III	1 target	1 min/lv	100'
10. Command IV	1 target	1 min/lv	100'
11. Banish IV	1 target	1 min/lv	100'
12. Conjure IV	1 target	1 min/lv	100'
13. Command V	1 target	1 min/lv	100'
14. Banish V	1 target	1 min/lv	100'
15. Conjure V	1 target	1 min/lv	100'
16. Command VI	1 target	1 min/lv	100'
17. Banish VI	1 target	1 min/lv	100'
18. Conjure VI	1 target	1 min/lv	100'
19. Command VII	1 target	1 min/lv	100'
20. Banish VII	1 target	1 min/lv	100'
25. Conjure VII	1 target	1 min/lv	100'
30. Command True	1 target	1 min/lv	100'
40. Banish True	1 target	1 min/lv	100'
50. Conjure True	1 target	1 min/lv	100'

Note: GMs may require use of the Circle Lore skill to know the proper protective diagrams required to safely contain the entities summoned by each of the Conjure spells. Entities summoned by a higher level Conjure spell may not be controlled by lower level protections. The GM may allow specific types of entities to be conjured if the caster makes successful Demon Lore and Spell Mastery rolls (normally, the summoning of a specific entity

requires the invocation of the entity's Truename). Some GMs may wish to require the use of specific components to use the Conjure spells (such as cold iron or appropriate sacrifices) which he deems appropriate to his campaign style. When this list is learned, GMs may wish to require additional research on the part of the character to learn the appropriate components to summon each specific type of entity. Entities not constrained by the proper protective diagrams will be free to travel as they will and harass or attack the caster. All creatures appearing in the following list may be found in C&T, C&T II, or RMCI.

1. Command I (FM) (Mod: -25) Caster may control an entity of a type which can be summoned by a *Conjure I* spell. If the spell fails, the entity is free to leave the protective diagram (if any) and chastise the caster. The entity will follow instructions specified by the caster to the best of its abilities, however it gains an additional RR (with a +25 mod) if the instructions call for the death or injury of the entity. Demons and similar creatures may work "deals" with the caster for services beyond the normal scope of their powers (to be fulfilled by endangering themselves, or calling on other demons or resources for assistance), or to barter for services lasting past the duration of the *Command* or *Conjure* spell.

2. Banish I (FM) Caster may banish an entity of a type which can be summoned by a *Conjure I* spell to its home plane of existence for 1 year/10% failure. If the entity has been summoned by the caster and remains within the proper protective diagrams, the RR is at -50.

3. Conjure I (FM) Caster may summon an extraplanar entity, which slowly appears over the next three rounds. The creature so summoned is determined randomly by a roll on the following table:

Result	Entity
01-09	Pale I Demon
10-18	Frizzem, Small
19-27	Daedhel
28-36	Hothrog
37-45	Grumoz
46-54	Jann
55-63	Tlaque
64-72	Coruox
73-81	Culrang
82-90	Daerauk
91-100	Use *Conjure II* Table

The entity is under no compulsion to cooperate with the caster unless the appropriate *Command* spells are used on it. *Note: if the caster is unfortunate to roll in the 91-100 slot multiple times, he may be in very serious trouble.*

4. Command II (FM) (Mod: -25) As *Command I*, except the Caster may control an entity of a type which can be summoned by a *Conjure II* spell.

5. Banish II (FM) As *Banish I*, except the Caster may banish an entity of a type which can be summoned by a *Conjure II* spell.

6. Conjure II (FM) As *Conjure I*, except the following table is used:

Result	Entity
01-09	Pale II Demon
10-18	Lithaba
19-27	Acid Demon
28-36	Smoke Demon
37-45	Frizzem, Large
46-54	Clubber
55-63	Dactic
64-72	Nightwing
73-81	Jinn
82-90	Gogonaur
91-100	Use *Conjure III* Table

7. Command III (FM) (Mod: -25) As *Command I*, except the Caster may control an entity of a type which can be summoned by a *Conjure III* spell.

8. Banish III (FM) As *Banish I*, except the Caster may banish an entity of a type which can be summoned by a *Conjure III* spell.

9. Conjure III (FM) *As Conjure I*, except the following table is used:

Result	Entity
01-09	Rashtar
10-18	Thorned Demon
19-27	Absorber
28-36	Flame Beast
37-45	Mrem
46-54	Hothedhel
55-63	Ice Demon
64-72	Blacar
73-81	Dreadwing
82-90	Traag
91-100	Use *Conjure IV* Table

10. Command IV (FM) (Mod: -25) As *Command I*, except the Caster may control an entity of a type which can be summoned by a *Conjure IV* spell.

11. Banish IV (FM) As *Banish I*, except the Caster may banish an entity of a type which can be summoned by a *Conjure IV* spell.

12. Conjure IV (FM) As *Conjure I*, except the following table is used:

Result	Entity
01-09	Pale III Demon
10-18	Acarva
19-27	Plague Demon
28-36	Oran
37-45	Frizzem, Giant
46-54	Discord
55-63	Vultrim
64-72	Demon Protoplasm
73-81	Spear Demon
82-90	Hoard
91-100	Use *Conjure V* Table

13. Command V (FM) (Mod: -25) As *Command I*, except the Caster may control an entity of a type which can be summoned by a *Conjure V* spell.

14. Banish V (FM) As *Banish I*, except the Caster may banish an entity of a type which can be summoned by a *Conjure V* spell.

15. Conjure V (FM) As *Conjure I*, except the following table is used:

Result	Entity
01-09	Pale IV Demon
10-18	Weak Elemental
19-27	Shaitan
28-36	Narauk
37-45	Nycorak
46-54	Gem Entity
55-63	Shade Demon
64-72	Huntaar
73-81	Sentinel
82-90	Deity Champion: Centaur
91-100	Use *Conjure VI* Table

16. Command VI (FM) (Mod: -25) As *Command I*, except the Caster may control an entity of a type which can be summoned by a *Conjure VI* spell.

17. Banish VI (FM) As *Banish I*, except the Caster may banish an entity of a type which can be summoned by a *Conjure VI* spell.
18. Conjure VI (FM) As *Conjure I*, except the following table is used:

Result	Entity
01-09	Pale V Demon
10-18	Guardian Elemental
19-27	Crystyl
28-36	Xaastyl
37-45	Ifrit
46-54	Noble Gogonaur
55-63	Celebdel
64-72	Marid
73-81	Sword Demon
82-90	Deity Champion: Winged
91-100	Use *Conjure VII* Table

19. Command VII (FM) (Mod: -25) As *Command I*, except the Caster may control an entity of a type which can be summoned by a *Conjure VII* spell.
20. Banish VII (FM) As *Banish I*, except the Caster may banish an entity of a type which can be summoned by a *Conjure VII* spell.
25. Conjure VII (FM) As *Conjure I*, except the following table is used:

Result	Entity
01-09	Pale VI Demon
10-18	Pale VII Demon
19-27	Strong Elemental
28-36	Eraditor
37-45	Storm Demon
46-54	Rhodintor
55-63	Thonis
64-72	Elemental Savant
73-81	Demon Scourge
82-90	Deity Champion: Noble
91-100	Use *Conjure VII* Table

30. Command True (FM) (Mod: -25) As *Command I*, except the Caster may control an entity of a type which can be summoned by a *Conjure True* spell.
40. Banish True (FM) As *Banish I*, except the Caster may banish an entity of a type which can be summoned by a *Conjure True* spell.
50. Conjure True (FM) As *Conjure I*, except the following table is used:

Result	Entity
01-09	Demon Beyond the Pale
10-18	Terrorite
19-27	Raukamar
28-36	Moloch
37-45	Demon Drake
46-54	Demon Drake x 2
55-63	Yyrrgan
64-72	Maleksari
73-81	Deity Champion: High
82-90	Sith
91-100	Sith arrives uncontrolled

Spiritwrack (Arcane)

	Area of Effect	Duration	Range
1. Bind I	1 target	v	100'
2. Force Truth I	1 target	1 question	100'
3. Spiritwrack I	1 target	1 min/5% failure	100'
4. Bind II	1 target	v	100'
5. Force Truth II	1 target	1 min	100'
6. Spiritwrack II	1 target	1 min/5% failure	100'
7. Bind III	1 target	v	100'
8. Force Truth III	1 target	1 hour	100'
9. Spiritwrack III	1 target	1 min/5% failure	100'
10. Bind IV	1 target	v	100'
11. Force Truth IV	1 target	24 hrs	100'
12. Spiritwrack IV	1 target	1 min/5% failure	100'
13. Bind V	1 target	v	100'
14. Force Truth V	1 target	48 hrs	100'
15. Spiritwrack V	1 target	1 min/5% failure	100'
16. Bind VI	1 target	v	100'
17. Force Truth VI	1 target	1 week	100'
18. Spiritwrack VI	1 target	1 min/5% failure	100'
19. Bind VII	1 target	v	100'
20. Force Truth VII	1 target	1 month	100'
25. Force Truename	1 target	-	100'
30. Spiritwrack VII	1 target	1 min/5% failure	100'
50. Bind True	1 target	v	100'

1. Bind I (F) Allows caster to bind an entity summoned by a *Conjure I* spell inside the proper protective diagrams until the circle is broken or the caster releases the entity.
2. Force Truth I (F) Caster may force a summoned entity to answer one single concept truthfully.
3. Spiritwrack I (F) Caster may punish a conjured entity by means of this spell, causing it to lose 10% of its hits and function at a -10 penalty. Hits and penalty are relieved at the end of the spell's duration, provided the target has not died.
4. Bind II (F) As *Bind I*, except the caster may bind an entity summoned by a *Conjure II* spell.
5. Force Truth II (F) As *Force Truth I*, except for duration.
6. Spiritwrack II (F) As *Spiritwrack I*, except target loses 20% of its hits and functions at a -20 penalty.
7. Bind III (F) As *Bind I*, except the caster may bind an entity summoned by a *Conjure III* spell.
8. Force Truth III (F) As *Force Truth I*, except for duration.
9. Spiritwrack III (F) As *Spiritwrack I*, except target loses 30% of its hits and functions at a -30 penalty.
10. Bind IV (F) As *Bind I*, except the caster may bind an entity summoned by a *Conjure IV* spell.
11. Force Truth IV (F) As *Force Truth I*, except for duration.
12. Spiritwrack IV (F) As *Spiritwrack I*, except target loses 40% of its hits and functions at a -40 penalty.
13. Bind V (F) As *Bind I*, except the caster may bind an entity summoned by a *Conjure V* spell.
14. Force Truth V (F) As *Force Truth I*, except for duration.
15. Spiritwrack V (F) As *Spiritwrack I*, except target loses 50% of its hits and functions at a -50 penalty.
16. Bind VI (F) As *Bind I*, except the caster may bind an entity summoned by a *Conjure VI* spell.
17. Force Truth VI (F) As *Force Truth I*, except for duration.
18. Spiritwrack VI (F) As *Spiritwrack I*, except target loses 60% of its hits and functions at a -60 penalty.
19. Bind VII (F) As *Bind I*, except the caster may bind an entity summoned by a *Conjure VII* spell.
20. Force Truth VII (F) As *Force Truth I*, except for duration.
25. Force Truename (F) Caster learns entity's *Truename*. With this information, the entity can be controlled completely by the caster (as *Mind Control True*, Mentalist Base list Mind Control). The entity must endeavor to complete all tasks set for it by the

caster, and the caster can summon that specific entity again through the use of the appropriate *Conjure* spell. By invoking its *Truename*, the caster could even instruct the entity not to resist other spells cast on it.

30. Spiritwrack VII (F) As *Spiritwrack I*, except target loses 70% of its hits and functions at a -70 penalty.

50. Bind True (F) As *Bind I*, except the caster may bind an entity summoned by a *Conjure True* spell.

Mage's Hand (Arcane)

	Area of Effect	Duration	Range
1.			
2. Vocalize	self	1 rd/lv	self
3.			
4. Delay I	-	1 rd/lv	touch
5.			
6. Mental Gesture	self	1 rd/lv	self
7.			
8. Delay II	-	1 min/lv	self
9. Condition I	-	v	self
10. Vocalize II	self	1 rd/lv	self
11. Spellhaste I	self	1 rd	self
12. Condition II	1	v	self
13. Delay III	-	24 hr/lv	self
14. Additional Contingency	self	v	self
15. Spellhaste II	self	2 rds	self
16. Condition III	self	v	self
17. Mental Gesture	self	1 rd/lv	self
18. Delay True	self	1 week/lv	self
19. Condition True	self	v	self
20. Spellhaste III	self	3 rds	self
25. Spell Control	self	1 rd/lv	self
30. Spellhaste V	self	5 rds	self
40. Additional Complex Contingency	self	v	self
50. Spellhaste True	self	1 rd/5lv	self

Note: The caster must know the arcane list: Spell Coordination (RMCI) before this list may be learned. Due to the subtleties of spell control required to use this list, Mage's Hand requires 3x normal development points to learn. Spells from this list cannot be lengthened (c.f. Extension I) or made into a constant magic item. Only one Spellhaste may be cast per 10 levels of the caster per day. Further attempts result in a 30% chance of spell failure, rolled on the Attack Spells column, and an 'E' shock critical.

2. Vocalize (U) Within the duration of this spell, the caster's next spell may be cast silently (this spell also requires no verbal component). *Note: this spell cannot be used in conjunction with Mental Gesture (below).*

4. Delay I (F) Caster can delay the firing of his next spell for up to one round/level (caster must specify the exact length of the delay when this spell is cast). Targets of the spell (if any) must be selected at the time of casting. If *Delay I* is used to delay the firing of an elemental spell, the caster receives no directed spell bonus.

6. Mental Gesture (U) Within the duration of this spell, the caster's next spell may be cast without incurring penalties for not having his hands free (this spell also requires no somatic component). If *Mental Gesture* is used with an elemental spell, caster receives no directed spell bonus.

8. Delay II (F) As *Delay I*, except the caster's next spell may be delayed up to 1 min/lvl.

9. Condition I (U) Caster can set an extra condition which will activate an existing *Contingency* (c.f. *Spell Coordination*: RMCI) or *Complex Contingency* (i.e., Teleport me home if I am killed *or* rendered mentally incapable to function.).

10. Vocalize II (U) As *Vocalize I*, except all the caster's spells within the duration of this spell may be cast silently.

11. Spellhaste I (F) As *Haste I* (c.f. Closed Essence: *Rapid Ways*), except allows two spell attacks instead of two melee attacks.

12. Condition II (U) As *Condition I*, except allows for two extra conditions.

13. Delay III (F) As *Delay I*, except the caster's next spell may be delayed up to 24 hrs/lvl.

14. Additional Contingency (U) Allows the caster to cast a second *Contingency* spell on himself. The second *Contingency* may not duplicate either the effects or the conditions of the first.

15. Spellhaste II (F) As *Spellhaste I*, except for duration.

16. Condition III (U) As *Condition I*, except allows for three extra conditions.

17. Mental Gesture II (U) As *Mental Gesture*, except all the caster's spells within the duration of this spell may be cast without incurring penalties for not having his hands free.

18. Delay True (F) As *Delay I*, except the caster's next spell may be delayed up to 1 week/lvl.

19. Condition True (U) As *Condition I*, except allows for 1 extra condition/5 levels of the caster.

20. Spellhaste III (F) As *Spellhaste I*, except for duration.

25. Spell Control (U) Acts as a combination of *Vocalize* and *Mental Gesture* (spells require neither verbal nor somatic components within the duration).

30. Spellhaste V (U) As *Spellhaste I*, except for duration.

40. Additional Complex Contingency (U) As *Additional Contingency*, except an additional *Complex Contingency* may be cast.

50. Spellhaste True (U) As *Spellhaste I*, except for duration.

Spell Shaping (Arcane)

	Area of Effect	Duration	Range
1.			
2.			
3.			
4.			
5. Bolt Curving *	-	1 attack	self
6.			
7. Ball Shaping*	v	1 attack	self
8.			
9. Hollow Ball *	v	1 attack	self
10.			
11.			
12. Fork Bolt *	-	1 attack	self
13.			
14. Returning Bolt *	-	1 attack	self
15. Crossfire *	1 target	1 attack/5lv	self
16. Reverse Spells *	-	-	self
17. Cone *	v	1 attack	self
18. Chainbolt *	-	1 attack	self
19. Bolt Channels *	1 target	1 rd/5lv	self
20. Volley *	self	1 rd/lv(c)	self
25. Death Bolt *	1 target	1 attack	self
30. Death Ball *	v	1 attack	self
50. Spellfire *	self	1 rd/lv	self

Note: The spells on this list are not attacks in themselves, but are intended to enhance the effects of the caster's existing elemental spells. Only elements the caster may utilize from another list may be used. These spells are instantaneous and are cast simultaneously with the appropriate elemental spell they modify. GMs using this list may wish to require that it be learned seperately for each specific element. This list could be treated as a Magician Base List (Gm's discretion). GMs may wish to require a successful spell mastery roll to utilize these spells.

5. Bolt Curving (U) The caster may alter the course of his next bolt attack by curving the bolt up to 10°/level. The caster must be able to see the target to gain the benefit of his directed spell bonus.

7. Ball Shaping (U) The caster may alter the general shape of his next ball attack (the ball may be flattened on one or both sides, shrunk to a smaller radius, etc.). *Note: spell radius cannot be increased beyond normal with this spell.*

9. Hollow Ball (U) The caster may alter the shape of his next ball attack to have a 'hole' in the middle large enough that a target the spell is centered on suffers no damage. No 'center of effect' bonus applies to other targets.

12. Fork Bolt (U) The caster may 'fork' his next bolt attack to strike two different targets. The targets must be within 90° of each other, and the caster's directed spell bonus must be split as the caster desires between the two targets.

14. Returning Bolt (U) If the caster's next bolt attack misses its target while this spell is in effect, the bolt will reverse its course and strike its target from behind, gaining any applicable surprise and rear attack bonuses. Directed spell bonuses do not apply to this rear attack.

15. Crossfire (U) The caster's next bolt attack will continue onward and reverse its direction, striking the target multiple times until the number of strikes equals the caster's level/5 (the bolt travels in a 'cloverleaf' pattern, with the target at the center). Each attack gains any applicable surprise and rear/flank attack bonuses, and all criticals delivered are rolled seperately for each bolt. Directed spell bonuses only apply to the first attack.

16. Reverse Spells (F) Caster may redirect an elemental attack directed at him back upon its caster, if the attacking spell fails a RR. If the attack spell is returned, it attacks its caster with a +0 modification.

17. Cone (U) The caster's next ball attack will form the shape of a cone, starting at the caster's outstretched hand and traveling outward the full normal range of the ball. The area of the terminus of the cone is equal to the normal diameter of the ball. No 'center of effect' bonus applies.

18. Chainbolt (U) The caster's next bolt attack will bounce from target to target until the number of targets attacked equals the caster's level/5. Each target must be within 100' feet to be affected, otherwise the bolt will simply dissipate. A target may be attacked more than once by the same bolt. A bolt may bounce to an object such as a column of stone, a statue, a door, a wall, a floor, or even the ground, and proceed from there. Each target makes a RR with no modifiers. If the target is successful, he is not attacked during that jump. Directed spell bonuses apply only to the first target. Note: If the bolt fails a resistance roll vs. itself while arcing to an inanimate object, it dissipates and will present no further threat.

19. Bolt Channels (U) The caster's next bolt attack will form a continuous stream. Separate attack rolls are made for the stream each round. The caster can move the channel up to 90°/rd. Only one attack per round may be made by the channel, but the caster's normal intitative number is increased by 50%, due to the spell already being in effect (2nd and successive rounds only).

20. Volley (F) The caster may 'catch' the next directed spell attack made against him (if it fails a RR vs. this spell). The spell may be returned by the caster during his next attack phase with whatever directed spell bonuses he has with the 'caught' spell. The spell so returned does the damage it normally would (if the original caster of the directed spell cast it so that it would do multiples of damage, it still does when returned). If the attack spell makes its RR, the spell attack is resolved normally.

25. Death Bolt (U) Any criticals delivered by the caster's next bolt attack are automatically 'E' criticals, but the bolt can not be cast to inflict multiples of damage by increasing the PP expended.

30. Death Ball (U) Any criticals delivered by the caster's next ball attack are automatically 'E' criticals, but the ball can not be cast to inflict multiples of damage by increasing the PP expended.

50. Spellfire (U) The caster becomes immune to his chosen element and can cast one of the lower level spells on this list each round for the duration of this spell.

Aura Magic (Arcane)

	Area of Effect	Duration	Range
1. Aura Sight I	self	1 min/lv	self
2. Defensive Aura I	self	1 rd/lv	self
3. Aura Sight II	self	1 min/lv	self
4. Shroud Aura I	self	1 min/lv	self
5. Aura Sight III	self	1 min/lv	self
6. Defensive Aura II	self	1 rd/lv	self
7. Aura Blaze	5'r	1 rd/lv(c)	self
8. Aura Spread I	5'r	1 rd/lv	self
9. Aura Sight True	self	1 min/lv	self
10. Defensive Aura III	self	1 rd/lv	self
11. Aura Store I	self	v	self
12. Aura Blaze II	10'r	1 rd/lv(c)	self
13. Aura Spread II	10'r	1 rd/lv	self
14. Defensive Aura IV	self	1 rd/lv	self
15. Aura Shroud II	self	1 min/lv	self
16. Aura Spread III	15'r	1 rd/lv	self
17. Aura Blaze III	15'r	1 rd/lv(c)	self
18. Defensive Aura V	self	1 rd/lv	self
19. Aura Spread IV	20'r	1 rd/lv	self
20. Aura Store II	self	v	self
25. Aura Blaze IV	20'r	1 rd/lv(c)	self
30. Aura Shroud True	self	1 min/lv	self
35. Alkar	self	1 rd/lv	self
40. Aura Spread True	1'/lv r	1 rd/lv	self
45. Aura Store True	self	v	self
50. Aura Blaze True	self	1 rd/lv(c)	self

Note: Much of the concept (in particular the colors attributed to the different alignments and realms of magic) was inspired by the Atlas Addendum from the Shadow World boxed set Emer. All living creatures have a discernable aura; the ones possessed by spellcasting professions are merely more intense and easily discernable. The auras of non-spellcasters are usually pastel shades indicating their 'alignments'. All Aura Blaze and Defensive Aura spells cause the caster's aura to become visible to normal vision. Use of any of the Aura Shroud spells will mask the particulars of the caster's aura. Please note: the use of one of the various Misfeel spells found on other lists will not confound the Aura Sight spells, but the use of one of the Aura Shrouds may confuse various other detections (GM's discretion).

The Colors of Auras

Channeling

Silver-white: Purest of Good Channels. Auras of devout followers of the purely lawful and good gods have this color. Holy weapons glow with this light.

Often, followers of even the purest deities will be less than altruistic all of the time, yet might not be deserving of punishment or excommunication. These person's auras would manifest in gold due more to the nature of the caster than the deity.

Gold: This color stands for Good, though not selflessly altruistic or blindly crusading.

Black with a red halo: The auras of Evil Channeling users. The dark channelings are unmistakable.

Essence

Blue: The purest Magic. Its appearance would be more common than 'Good' channeling except perhaps in powerful magic items with channeling properties created by pure alchemists.
Green: More suspect than golden channeling, Green Essence implies a certain selfishness or impurity of spirit. Certainly not evil, but not necessarily to be trusted as a brother, either.

Red: Those users of essence who have fallen to the darkness cast spells with a luminous red hue. Evil magicians wield the red light of dark magic.

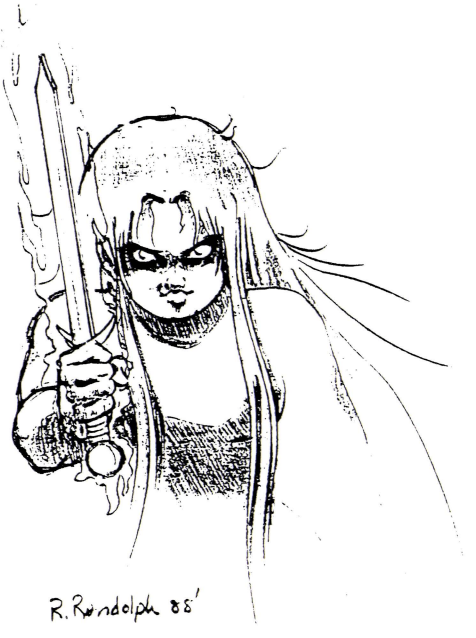
Mentalism

Blue-violet: Non-evil mentalism is a faint aura of this color. It is easily discernable from blues in the other realms because of a certain transparent quality.
Yellow-orange: Not a rich color like the sunset but a sickly yellow halo which is troubling to look upon, this ochre tone of evil mentalists triggers a deep uneasiness, as when confronted with acts of an amoral nature.

Hybrids and Archmages

Hybrid spell users will have auras based upon the colors of one of their realms, shot through with tendrils of the other appropriate color. The auras of archmages (and of items possessing properties comparable to those found on an arcane spell list) are the most distinctive of all: a swirling, delicate rainbow of colors, like oil spilled upon water, with an external halo of silver discernable on especially Good or crimson on especially Evil archmages.

1. Aura Sight I (I) Allows the caster to discern the auras present on persons or enchanted objects. The scope of this sight is limited; only the realm of power (if any) will be discerned by this spell.
2. Defensive Aura I (D) Causes the caster's aura to become visible to normal vision. This dramatic externalization of power will reduce all attacks directed at the caster by -5.
3. Aura Sight II (I) As *Aura Sight I*, except caster can discern only good or evil tendencies (*not* realm) through this spell.
4. Aura Shroud I (P) Caster may cause his aura to appear as the aura of any other realm of power (good or evil tendencies or relative power cannot be masked with this spell).
5. Aura Sight III (I) As *Aura Sight I*, except caster can estimate the target's existing power points (*not* good or evil tendencies or actual realm) +/-10% through this spell.
6. Defensive Aura II (D) As *Defensive Aura I*, except all attacks upon the caster are reduced by -10.
7. Aura Blaze I (FE) Causes the caster's aura to give off palpable heat, inflicting 'A' heat criticals to all within a 5' radius who fail a RR. The severity of the criticals delivered can be raised by one degree of severity for each additional 7 PP the caster expends in casting this spell.
8. Aura Spread I (F) The caster may extend the radius of his aura, bestowing the effects of any Defensive Aura or Aura Shroud spell upon all others within a 5' radius.
9. Aura Sight True (I) As *Aura Sight I*, except caster can combine the effects of all three lower *Aura Sight* spells, discerning 'alignment', realm of power, and approximate power points (if applicable).
10. Defensive Aura III (D) As *Defensive Aura I*, except all attacks upon the caster are reduced by -15.
11. Aura Store I (U) Caster may place any one defensive or information-gathering spell of tenth level or lower within his aura. The spell will remain active until dispelled or cancelled by the caster. Only one such spell may be active upon the caster at any one time.
12. Aura Blaze II (FE) As *Aura Blaze I*, except 'A' heat criticals are inflicted on all within a 10' radius who fail a RR. The severity of the criticals delivered can be raised by one degree of severity for each additional 12 PP the caster expends in casting this spell.
13. Aura Spread II (F) As *Aura Spread I*, except caster may spread the effects over a 10' radius.
14. Defensive Aura IV (D) As *Defensive Aura I*, except all attacks upon the caster are reduced by -20.
15. Aura Shroud II (F) As *Aura Shroud I*, except caster's moral tendencies (good or evil) can be masked. Realm and relative power cannot be masked with this spell.
16. Aura Spread III (F) As *Aura Spread I*, except caster may spread the effects over a 15' radius.
17. Aura Blaze III (FE) As *Aura Blaze I*, except 'A' heat criticals are inflicted on all within a 15' radius who fail a RR. The severity of the criticals delivered can be raised by one degree of severity for each additional 17 PP the caster expends in casting this spell.
18. Defensive Aura V (D) As *Defensive Aura I*, except all attacks upon the caster are reduced by -20.
19. Aura Spread IV (F) As *Aura Spread I*, except caster may spread the effects over a 20' radius.
20. Aura Store II (U) As *Aura Store I*, except one spell of 20th level or lower or two spells of 10th level or lower can be stored within the caster's aura.
25. Aura Blaze IV (FE) As *Aura Blaze I*, except 'A' heat criticals are inflicted on all within a 20' radius who fail a RR. The severity of the criticals delivered can be raised by one degree of severity for each additional 25 PP the caster expends in casting this spell.
30. Aura Shroud True (P) As *Aura Shroud I*, except all aspects of caster's aura can be altered.
35. Alkar (D) As *Defensive Aura I*, except all attacks upon the caster are reduced by -1/lvl. All viewing the caster directly must RR or be blinded 1 rd/5% failure.
40. Aura Spread True (F) As *Aura Spread I*, except caster may spread the effects over a 1'/lvl radius.
45. Aura Store True (U) As *Aura Store I*, except one spell of any level or two spells of 20th level or lower or four spells of 10th level or lower can be stored within the caster's aura.
50. Aura Blaze True (FE) As *Aura Blaze I*, except 'A' heat criticals are inflicted on all within a 1'/lvl radius who fail a RR. The severity of the criticals delivered can be raised by one degree of severity for each additional 50 PP the caster expends in casting this spell.



Caster's Bane (Arcane)

	Area of effect	Duration	Range
1. -	-	-	-
2. -	-	-	-
3. Convey*	spell/effect	-	100'
4. -	-	-	-
5. -	-	-	-
6. Reduce Range I	target	1 rd/lv	100'
7. Reduce Radius I	target	1 rd/lv	100'
8. Quell I	target	1 rd/lv	100'
9. Switch Spell I	target	1 rd/lv	100'
10. -	-	-	-
11. Reduce Range II	target	1 mn/lv	100'
12. Reduce Radius II	target	1 mn/lv	100'
13. Quell II	target	1 mn/lv	100'
14. Switch Spell II	target	1 mn/lv	100'
15. Switch List II	target	1 mn/lv	100'
16. Reduce Range True	target	P	100'
17. Reduce Radius True	target	P	100'
18. Quell True	target	P	100'
19. Suppress Spell	target	1 rd/lv	100'
20. -	-	-	-
25. Foil	target	v	300'
30. Reverse	target	1 rd/lv	300'
50. Unlearn	target	P	T

3. Convey (I*) This spell is used to gain information about a specific spell or spell effect. Caster learns the realm(s), and the name of the spell he is currently witnessing. The spell/effect must, in some way, be perceivable by the caster. The information gained from this spell is used to 'program' all higher level spells on this list. A caster must 'convey' each and every spell he wishes to manipulate with this list.

6. Reduce Range I (F) Reduces a spell's range by 1/4. This spell effects all variations of the affected spell from the same list that are only differentiated at higher levels by their ranges (ie. *Firebolt 100', Firebolt 300'*, etc.).

7. Reduce Radius I (F) Reduces spell radius by 1/4. This spell effects all variations of the affected spell from the same list that are only differentiated at higher levels by their radii (ie. *Fireball 20'r, Fireball 40'r*, etc.).

8. Quell I (F) Whenever target attempts to cast the affected spell, the spell's fumble/failure range is increased by 10%. This additional failure modification supercedes any item(s) that the target might have which normally reduce spell fumble/failure.

9. Switch Spell I (F) For the duration of this spell, whenever target attempts to cast the 'conveyed' spell, the target will cast a different spell, at random and from the same list, of either a higher or lower level. Alternate spell must be within the portion of the list that the target knows. This spell could cause an overcast by the target in which case the target receives an additional RR to avoid it. (This is resolved with this spell's level as the attacker and the level of the target as the defender; no other modifiers apply. This RR is only for overcasts, this spell will still effect the target for the duration. If the target succeeds with his RR he loses no spell points and may act normally.)

11. Reduce Range II (F) As *Reduce Range I* except spell range is reduced by 1/2.

12. Reduce Radius I (F) As *Reduce Radius I* except spell radius is reduced by 1/2.

13. Quell II (F) As Quell I, except fumble range is increased by 30%.

16. Reduce Range True (F) As *Reduce Range I* except spell range is reduced by 3/4.

17. Reduce Radius True (F) As *Reduce Radius I* except spell radius is reduced by 3/4.

18. Quell True (F) As Quell I, except fumble range is increased by 50%.

19. Suppress Spell (F) For the duration of this spell, target must make a RR vs. caster's level or fail to cast the 'conveyed' spell that round. No PP are lost.

25. Foil (F) The next time the target casts the 'conveyed' spell, it instantly fails, and he must make an ESF roll on the ESF attack spell table (regardless of spell definition) with a penalty of +50.

30. Reverse (F) Target's spell is reversed in effect (firebolt becomes waterbolt, healing becomes harming, light becomes dark, etc.) Note that some spells cannot be reversed, whether due to circumstances or spell definition, and cannot be effected by this spell.

50. Unlearn (F) Target loses the ability to cast a spell from a particular list. Target must relearn spell as he would learn a list. The cost to buy back an 'unlearned spell' is 1/*. Caster may relearn multiple spells simultaneously and in addition to any normal spell list research.

Temporary Potential (Arcane)

	Area of effect	Duration	Range
1. Strength*	target	-	100'
2. Weakness*	target	-	100'
3. Restore I	target	p	t
4. Amplify I	target	1 rd/lv	t
5. Ephemeral I	target	1 rd/lv	t
6. Transfer I	target	1 mn/lv	t
7. Restore II	target	p	t
8. Amplify II	target	1 rd/lv	t
9. Ephemeral II	target	1 rd/lv	t
10. Transfer II	target	1 mn/lv	t
11. Restore True	target	p	t
12. Amplify III	target	1 rd/lv	t
13. Ephermal III	target	1 rd/lv	t
14. Transfer III	target	1 mn/lv	t
15. Neutralize	target	1 mn/lv	t
20. Restore Potential	target	p	t
25. Amplify True	target	1 rd/lv	t
30. Increase Potential	target	p	t
50. Reorganize	target	p	t

1. Strength (I*) Caster concentrates and immediately becomes aware of target's highest statistic.

2. Weakness (I*) Caster concentrates and immediately becomes aware of target's lowest statistic.

3. Restore I (F) Restores any single statistic of target by one point per three levels of caster up to its normal level which has been raised or lowered due to attacks such as poison, magic, etc. and disease. This spell will have no affect upon natural losses due to age, etc. A statistic can only be restored once after each loss. A statistic may not be restored after one day per level of the caster (ie. a third level caster can only restore stat losses within three days after the damage ocurred).

4. Amplify I (F) Increases any single statistic of target by one point per four levels of the caster up to the statistic potential.

5. Ephemeral I (F) Temporarily increases the temporary value of any statsitic up to 1 point per five levels of caster. Statistics can be increased above their potential by one point per 10 levels of the caster. Target gains all benefits associated with higher statistics.

6. Transfer I (F) Caster may transfer a portion, up to half, of one of his statistics at 1 point per two levels, in order to increase one of the target's. Statistic(s) must be the same (EM to EM). The caster must physically retrieve the transferred points by recasting this spell before the spell expires or lose them and cause the target to suffer a -5%/point penalty to all actions for 1 day per point transferred. If the target shoud die, or the target should have

his statistics destroyed, the caster permanently loses the transferred statistic(s). Stats can be increased above their potentials, and target gains all benefits associated with higher statistics.

7. Restore II (F) As Restore I except the increase is 2 points per three levels of the caster and two statistics may be restored simultaneously.

8. Amplify II (F) As Amplify I except two points per four levels may be increased.

9. Ephemeral II (F) As Ephemeral I, except two points per five levels may be affected.

10. Transfer II (F) As Transfer I except two statistics may be transferred simultaneously.

11. Restore True (F) As Restore I except the increase is 1 point per level of the caster and three statistics may be restored simultaneously.

12. Amplify III (F) As Amplify I except three points per four levels may be increased.

13. Ephemeral III (F) As Ephemeral I, except three points per five levels may be affected.

14. Transfer III (F) As Transfer I except three statistics may be transferred simultaneously.

15. Neutralize (F) Caster can completely neutralize the statistic bonus of any one statistic.

20. Restore Potential (F) As Restore I, except statistic potentials can be restored.

25. Amplify True (F) As Amplify I except one point per level may be affected.

30. Increase Potential (F) Permanently increases one statistic's potential by one point per five levels of the caster. Caster can only increase a particular potential one time; cumulative castings to increase a potential multiple levels have a 20% chance per attempt of reducing the temporary and permanent values to 0.

50. Reorganize (F) Caster can completely rearrange the statistical makeup of target (this does not include altering statistical values, nor separating potentials or bonuses from their temporary counterparts).

Light's Creations (Arcane)

	Area of effect	Duration	Range
1. Dancing Lights	1'r sphere	1 mn/lv	100'
2. Hypnosis	target	v	3'
3. Color Spray	target	-	50'
4. Pyrotechnics	1'cu/lv	1 rd/lv	100'
5. Rainbow	1 mi/lv	1 mn/lv	1 mi/lv
6. Photonic Orb (50')	target	-	50'
7. Hologram I	1' cu/lv	1 mn/lv	100'
8. Reflective Image	20'r	c	20'r
9. -	-	-	-
10. Photonic Orb (100')	target	-	100'
11. Waiting Hologram	1'cu/lv	v	100'
12. Photonic Bridge	100'/lv	1 rd/lv	100'/lv
13. Reflections I	s	c	s
14. Unlight	5'r/lv	c	5'r/lv
15. Photonic Orb (300')	target	-	300'
16. Programmed Waiting Hologram	1'cu/lv	v	10'r/lv
17. Reflections II	s	c	s
18. Photonic Orb (500')	target	-	500'
19. -	-	-	-
20. Project Image	s	c	300'
25. Reflections True	s	c	s
50. Prismatic Wall	10'x10'x1'	1 mn/lv	100'
65. Prismatic Sphere	10'r sphere	1 mn/lv	s
75. Prismatic Spray	1'x100'x20'r cn	-	100'

1. Dancing Lights (F) Creates one ball of iridescent light per level of the caster, which can be made to 'dance' anywhere within the range of the spell. These lights cannot harm, and give off light equal to that of a torch. Creatures with poor intelligence, 40 or less, will become transfixed (RR) if they can see the lights.

2. Hypnosis (F) Hypnotizes one target with a multi-colored display of lights and hand gestures. See the skill Hypnosis for basic effects.

3. Color Spray (E) Caster shoots forth, from the palm of his hands, a brilliant display of colored light which will blind the target. Target remains blinded for every 5% failure.

4. Pyrotechnics (E) Creates a multi-colored display of exploding spheres of light. Great at outdoor parties.

5. Rainbow (E) Creates a rainbow which begins and ends wherever the caster desires within the ranges of this spell. All who see the rainbow must make a RR or stop and view it until they succeed in subsequent rounds. Viewers are still aware of any attack that they would normally perceive.

6. Photonic Orb (50') (F) Caster creates and releases a sparkling ball of translucent, swirling color which strikes the taerget resulting in 1 round of blindness per 5% failure and an 'A' Stun critical for every 10% failure. A blinded foe is -90 to all actions.

7. Hologram I (F) Creates a three dimensional image from pure light. This image can be of anything the caster has seen or can dream up. These images will seem real unless a RR is made modified by the caster's BAR modifier, or until touched. Hologram size is the caster's level in cubic meters. Image is stationary.

8. Reflective Image (F) Creates multiple images of the caster equal to half the caster's level. These images cannot move and must be identical to each other. Believability is the same as for Hologram I.

10. Photonic Orb (100') (F) As Photonic Orb (50'), except two orbs can be thrown per round and 'B' Stun criticals are used.

11. Waiting Hologram (F) As Hologram I, except the hologram comes into being when a set of *specific* circumstances, defined by the caster at the time of preparation, occurs. Examples are: an elf walks by this door, or a dragon flies within 25' overhead, etc..

12. Photonic Bridge (F) Creates a bridge of light on which he and a number of targets whose combined weight do not exceed 30 times the caster's level. The bridge created must have two anchor points (It cannot stop in mid-air). The bridge is infinitely thin and 1 meter wide.

13. Reflections I (F) Creates a highly reflective field about the target which confers a bonus of +30 against all light based attacks. There is a percentage chance equal to twice the level of the caster to reflect the attack back to its origin. Only one attack per round can be reflected

14. Unlight (F) Creates a null field in which no light can exist. The area is a dull grey; darkness will not blacken it and light will not illuminate it. No form of enhanced vision will penetrate it. This spell receives a RR vs. Utterlight or Utterdark as if it were at 50th level, and even then these effects will last only 1/3 there normal durations.

15. Photonic Orb (300') (F) As Photonic Orb (100'), except three orbs can be thrown per round and 'C' Stun Criticals are used.

16. Programmed Waiting Hologram (F) As Hologram I, except hologram can perform only the simplest of movements and the most basic of sounds. Speech can be programmed, but it can only be a number of words equal to the caster's level. Hologram cannot move out of the range of this spell.

17. Reflections II (F) Creates a highly reflective field about the target which confers a bonus of +50 against all light based attacks and a percentage chance equal to twice the level of the caster to reflect the attack back upon its creator. Two attacks may be reflected per round.

18. Photonic Orb (500') (F) As Photonic Orb (100'), except 4 orbs can be thrown per round and 'D' Stun criticals are used.

20. Project Image (F) Creates an exact image of the caster which can then be projected to any location the caster can see and that is within range of this spell. The image moves as the caster does and speaks as the caster does. The caster cannot be normally heard or seen since these physical aspects of him are being 'projected' to the location of the image. The caster may throw spells through the image which are no greater than half his level. The image itself cannot be dispelled and all attacks made against it will not effect it. If the caster loses sight of his image the spell ceases and he must re-cast the spell. Anti-Channel spells will stop the spell from functioning (RR) and render the caster visible. Believability is the same as for Hologram I.

25. Reflections True (F) Creates a highly reflective field about the target which confers a bonus of +70 against all light based attacks and a percentage chance equal to twice the level of the caster to reflect the attack back to its origin. Three attacks may be reflected per round.

50. Prismatic Wall (F) Caster creates a powerful stationary curtain of light 10'x10'x1'. Anyone coming into contact with the wall must make a RR versus the following effects, one RR for each effect, each and every round in which he is in contact with the wall:

Red-30% remaining concussion hits lost. Mod -10.
Orange-60% remaining concussion hits lost. Mod - 20.
Yellow-90% remaining concussion hits lost. Mod - 30.
Green-one 'E' Disruption Critical per 5% failure.
Blue-Complete Paralysis 1 rd/10%
Indigo-one 'E' Depression critical per 5% failure.
Violet-Planar Displacement. Mod -40.

65. Prismatic Sphere (F) As Prismatic Wall, except it is shaped as a 10' r sphere which envelopes the caster. A Prismatic Sphere moves with the caster.

75. Prismatic Spray (F) As Prismatic Wall, except caster can shoot forth a conical spray from his palm. Target must make a RR and for each 10% failure, the target must resist an additional color. Caster cannot choose which colors will take effect; the effects always begin with red.

Amplifications (Arcane)

		Area of effect	Duration	Range
1.	True Taste	target	1 rd/lv	10'
2.	Initiative I	self	1 rd/lv	self
3.	Focus I	target	1 rd/lv	10'
4.	Transfer I	target	1 rd/lv	touch
5.	True Touch	target	1 rd/lv	10'
6.	Transfusion I	target	1 rd/lv	touch
7.	Initiative II	self	1 rd/lv	self
8.	Focus II	target(s)	1 rd/lv	10'
9.	Transfer II	target(s)	1 rd/lv	touch
10.	True Smell	target	1 rd/lv	10'
11.	Transfusion II	target(s)	1 rd/lv	touch
12.	Initiative True	self	1 rd/lv	self
13.	Focus True	target(s)	1 rd/lv	10'
14.	Mass Initiative	1 target/lv	1 rd/lv	sight
15.	True Hear	target	1 rd/lv	10'
16.	Mass Focus	1 target/lv	1 rd/lv	sight
17.	Transfer True	target(s)	1 rd/lv	touch
18.	Mass Transfer	1 target/lv	1 rd/lv	sight
19.	Transfusion True	target(s)	1 rd/lv	touch
20.	True Sight	target	1 rd/lv	10'
25.	True Perception	target	1 mn/lv	30'
30.	Mass Transfusion	1 target/lv	1 rd/lv	sight
50.	Sensatory	self	1 mn/lv	self

1. True Taste (F) Target's taste perception is increased by +30. Caster can, with a successful manuever, identify specific or hidden characteristics of anything which he can logically taste.

2. Initiative I (P) Caster's initiative is increased by +20 and a 30% chance that he will not be surprised.

3. Focus I (F) Target gains +10 to any Static Maneuver he attempts.

4. Transfer I (F) Caster can transfer any skill from himself to another or from another to himself. The target for the skill must have less ranks developed in that skill than the source of the skill. The skill ranks from the source is subtracted from the skill ranks of the target and 1/4 of the difference is temporarily added to the target. If the target does not have the skill it cannot be transferred.

5. True Touch (F) As True Taste except that it applies to touch.

6. Transfusion I (F) As Transfer I except the caster can transfer skills between two targets excluding himself.

7. Initiative II (P) As Initiative I except +30 is added to the initiative and a 40% chance of not being surprised.

8. Focus II (F) Target gains + 20 to any Static Maneuver and +10 to any Moving Maneuver.

9. Transfer II (F) As Transfer I except that 1/2 of the difference in skill ranks can be transferred *or* two seperate skills may be transferred.

10. True Smell (F) As True Taste except that it applies to smell.

11. Transfusion II (F) As Transfusion I except two skills can be transferred.

12. Initiative True (P) As Initiative I except +40 is added to the initiative and a 50% chance of not being surprised.

13. Focus True (F) Target gains + 30 to any Static Maneuver and +20 to any Moving Maneuver.

14. Mass Initiative (F) Caster can increase the initiative of as many targets as he has levels by +20.

15. True Hear (F) As True Taste except that it applies to hearing.

16. Mass Focus (F) Caster can increase Static and Moving, by +10 for as many targets as he has levels.

17. Transfer True (F) As Transfer I except that 3/4 of the difference in skill ranks can be transferred *or* 1 skill per five levels of the caster may be transferred.

18. Mass Transfer (F) As Transfer I except only the caster can be the skill source and a number of targets equal to the caster's level can receive the skill.

19. Transfusion True (F) As Transfusion I except one skill per five levels of the caster can be transferred.

20. True Sight (F) As True Taste except that it applies to sight.

25. True Perception (F) As all of the lower level 'True sense/perception' spells combined with a bonus of +50.

30. Mass Transfusion (F) As Transfusion I except the source target can transfer his skill to as many targets as the caster has levels.

50. Sensatory (P) Caster may use any of the lower level spells on this list once per round.

Spell Manipulation (Arcane)

		Area of effect	Duration	Range
1.	Radius I*	spell	-	self
2.	Increase Radius I*	spell	-	self
3.	Target I*	spell	-	self
4.	Increase Targets I*	spell	-	self
5.	Penetrate I*	spell	-	self
6.	Instant I*	spell	1 rd/lv	self
7.	Radius II*	spell	-	self
8.	Increase Radius II*	spell	-	self
9.	Target II*	spell	-	self
10.	Increase Targets II*	spell	-	self
11.	Penetrate II*	spell	-	self
12.	Instant II*	spell	1 rd/lv	self
13.	Radius III*	spell	-	self
14.	Increase Radius III*	spell	-	self
15.	Target III*	spell	-	self
16.	Increase Targets III*	spell	-	self
17.	Penetrate III*	spell	-	self
18.	Instant III*	spell	1 rd/lv	self
19.	Radius True*	spell	-	self
20.	-	-	-	-
25.	Target True*	spell	-	self
30.	Penetrate True	spell	-	self
50.	Odic Mastery	spell	-	self

1. Radius I (U*) Spells which normally affect one target will have a 5' radius when cast with this spell.
2. Increase Radius I (U*) Doubles the radius of any spell cast simultaneously with this spell.
3. Target I (U*) Spells which are normally self will be classified as target and will have a range of 10' when cast with this spell.
4. Increase Targets I (U*) Doubles number of targets of any spell cast simultaneously with this spell.
5. Penetrate I (U*) Spells cast with this spell are harder to resist. A resistance roll modification of -5 is applied to the target's resistance roll.
6. Instant I (U*) Spells 5 levels below that of the caster are considered class I spells.
7. Radius II (U*) As Radius I except the radius is increased to 10'.
8. Increase Radius II (U*) As Increase Radius I except the radius is tripled.
9. Target II (U*) As Target I except 2 targets can be effected and spell range is 20'.
10. Increase Targets II (U*) As Increase Targets I except number of targets is tripled.
11. Penetrate II (U*) As Penetrate I except the RR modifier is -10.
12. Instant II (U*) As Instant I except that spells which are 4 levels below that of the caster are considered class I.
13. Radius III (U*) As Radius I except the radius is increased to 15'.
14. Increase Radius III (U*) As Increase Radius I except the radius is quadrupled.
15. Target III (U*) As Target I except 3 targets can be affected and spell range is 30'.
16. Increase Targets III (U*) As Increase targets I except number of targets is quadrupled.
17. Penetrate III (U*) As Penetrate I except the RR modifier is -15.
18. Instant III (U*) As Instant I except that spells which are 3 levels below that of the caster are considered class I.
19. Radius True (U*) As Radius I except the radius is increased to 1' per level of caster.
25. Target True (U*) As Target I except a number of targets for every five levels of the caster can be affected and spell range is 2' per level of the caster.
30. Penetrate True (U*) As Penetrate I except the RR modifier is -1 per level of the caster.
50. Odic Mastery (U) Caster can use any lower level spell from this list once per round.

Mana Currents (Arcane)

		Area of effect	Duration	Range
1.	Arcglow	1 hand	10 mn/lv	s
2.	-	-	-	-
3.	Weld	1 finger	c	s
4.	Wall Of Lightning	10'x10'x1'	1 rd/lv	100'
5.	-	-	-	-
6.	Charge Armor	1 target	1 mn/lv	10'
7.	Lightning Ball (10'R)	10'r	-	100'
8.	Lightning Blade	s	1 rd/lv	100'
9.	-	-	-	-
10.	Lightning Ball (20'R)	20'r	-	100'
11.	Greater Lightning Blade	s	1 rd/lv	100'
12.	Circle of Lightning	10'r	1 rd/lv	100'
13.	Fuse	armor	2 rd	100'
14.	Electric Armor	target	1 mn/lv	10'
15.	Lightning Ball (40'R)	40'r	-	100'
16.	Chain Lightning	v	-	100'
17.	Lightning Elemental	-	c	-
18.	Immolation	s	1 mn/lv	s
19.	Death Stroke	target	-	100'
20.	Infusion	target	v	100'
25.	Storm Chain	target(s)	-	200'
30.	Raze	50'x50'x50'	1 rd/lv	100'
50.	Lightning Deluge	v	v	10'/lv

1. Arcglow (F) Causes a glowing ball of electricity to appear in the caster's hands which gives off a light equal to a large torch. The casters hand must be empty. With any strike that the caster makes with this hand there will be a 50% chance of delivering an 'A' type electrical critical.
3. Weld (F) The caster is able to weld ferrous metals together by tracing the path, with his index finger, along which the two metals are to be joined. Great for golem constructions.
4. Wall of Lightning (E) Creates a 10' x 10' x 1' wall of arcing current. Caster may increase the critical by one level for every additional 4PP he spends in casting the spell.
6. Charge Armor (F) As *Light Armor* on the Essence list Elemental Shields. (this version does not protect against light attacks)
7. Lightning Ball (E) A ball of lightning erupts around target(s) delivering damage determined on the Ball Lightning chart.
8. Lightning Blade (E) Causes a broadsword-shaped blade to spring forth from the caster's empty hand. The caster may make melee attacks with it using the directed spell bonus(with an additional +20), doing damage on the Lightning Bolt chart. Normally, this "blade" may not parry or be parried. The caster may throw the blade at any time (even on the round of casting): the thrown blade is treated as a normal lightning bolt.
10. Lightning Ball (20'R) As above except that area of effect is 20'
11. Greater Lightning Blade (E) As *Lightning Blade* except that the "blade" is two-handed sword shaped, it requires both empty hands to use, it delivers double concussion hits, and its additional bonus is +35. Directed spell bonus applies.
12. Circle of Lightning (E) As *Wall of Lightning* except that the wall is circle with a 10' radius. The caster may increase

the severity of the critical by one for each additional 12 PP he spends for the spell (A=12, B=24, C=36, etc.).

13. Fuse (F) Caster fuses together any metal armor which fails a RR. Target within the armor will receive a 'B' Heat Critical the first round and an A the next.

14. Electric Armor (D) Protects target against all electrical based attacks by conferring a +20 bonus. (This version does not protect against light based attacks).

15. Lightning Ball (40'R) (E) As *Lightning Ball* above except that area of effect is 40'.

16. Chain Lightning (E,F) Caster creates a bolt of lightning which jumps from target to target until the number of targets attacked equals the caster's level/5. Directed Spell Bonus applies only to the first target. Each target must be within 100' feet to be affected, otherwise the bolt will simply dissipate. A target may be attacked more than once by the same bolt. A bolt may arc to an object such as a column of stone, a statue, a door, a wall, a floor, or even the ground, and proceed from there. Each target makes a RR with no modifiers. If the target is successful, he is not attacked during that jump. If unsuccessful, apply elemental defenses normally. Targets wearing AT 20-17 are penalized by -25 to their RR, AT 16-13 = -20, AT 12-9 = 15, AT 8-5 = -10, and AT 4-1 = -5. Note: If the bolt fails a resistance roll vs. itself while arcing to an inanimate object, it has grounded out and presents no further threat.

17. Lightning Elemental (F) Caster creates in one round a Light Elemental (Weak) which will do his bidding for as long as he concentrates.

18. Immolation (E) Caster's body is covered with arcs of lightning. He is immune to all forms of electricity. Anyone within 5' suffers an 'A' electricity critical (no RR). Anyone in physical contact suffers a 'C' electricity critical. Physical attacks from the caster that deliver a critical also deliver an 'A' electricity critical. All items on the caster's person are immune to Electricity for the duration of this spell, but any material he touches must make an RR or be ignited.

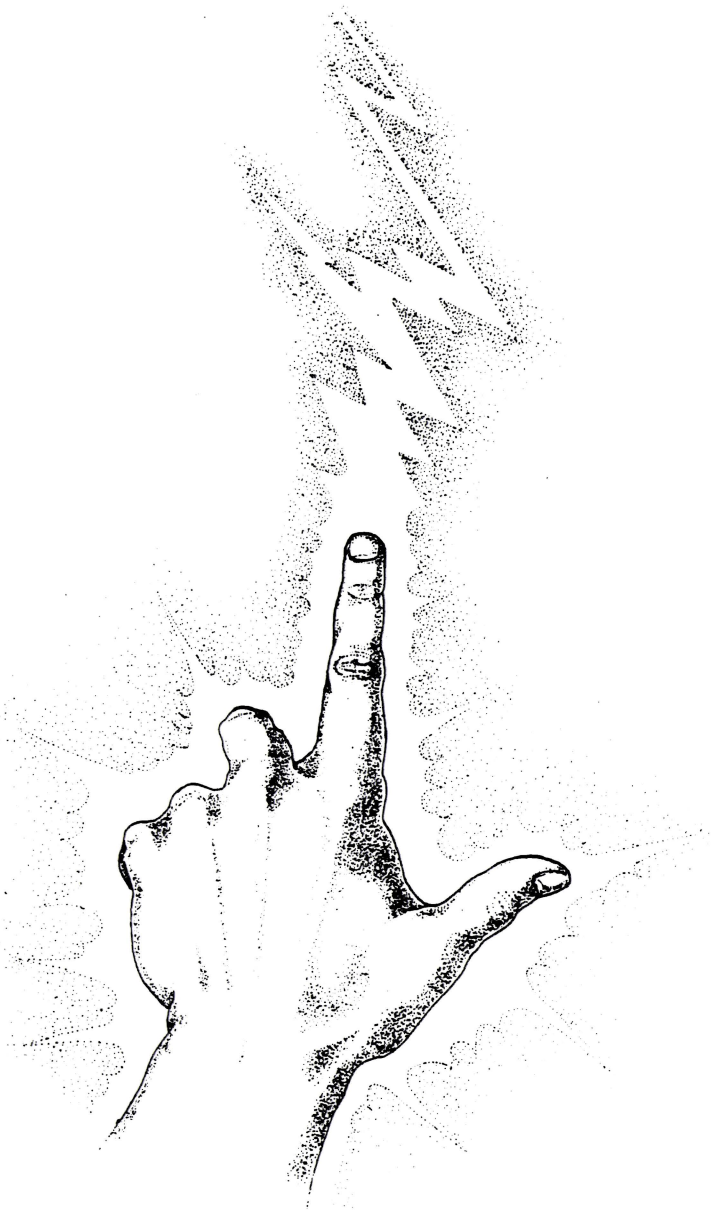
19. Death Stroke (E) As *Lightning Bolt* except that any critical delivered is automatically an 'E' critical.

20. Infusion (F) Target suffers an 'E' electricity critical each round for 1 rnd/10% failure.

25. Storm Chain (E) As *Chain Lightning* except that one additional chain is released for every 10 levels of the caster.

30. Raze (E) Balls of lightning rain down from above affecting an area 50'x50'x50' giving only 'A' electricity criticals.

50. Lightning Deluge (F) As Raze above except critical given are 'B' criticals, and caster may increase the area of effect by 50'x50'x50' every three rounds by concentrating (he must be within 10'/lvl of each newly affected area as it is razed.) The areas must be connected and each individual area will be active one round/level (i.e., the earliest areas will extinguish first). The Deluge crosses all obstacles unless a magical barrier is encountered which requires a RR. The caster may discontinue the burning in an individual area by concentrating for one round or he may cancel the whole spell normally.



Lightning Ball Table

		20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1		
UM	01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	UM	01-02
	03-04	9	10	9	8	8	9	7	5	-	-	-	-	-	1	-	-	-	-	1	-		03-04
	05-06	11	11	11	10	10	11	9	7	-	-	-	-	1	2	1	-	-	1	3	1		05-06
	07-08	12A	13	12	11	11	12	11	9	1	-	1	-	3	5	2	-	1	2	6A	2		07-08
	09-10	13A	15A	15	13	13A	15	12	11	3	1	3	1	6	7	5	-	3	5	8A	5		09-10
	11-14	15A	16A	16A	16	15A	17A	15A	12	6	5	6	2	8A	9A	7	1	6	7	10B	7		11-14
	15-18	16A	17A	17A	18B	16A	18A	17A	15A	7	7	8	5	9A	10A	9A	3	8	8	11B	9A		15-18
	19-22	17A	18A	18A	10B	17A	19A	19A	17B	8	9	10	7	10A	11B	11B	6A	10	10A	13C	11B		19-22
	23-26	18A	19A	19B	11B	18B	10A	10B	19B	9A	11	11	9A	11B	11B	11B	8B	11A	11A	16D	12C		23-26
	27-30	19A	10B	10B	12C	19B	11B	11B	11B	10A	11A	13A	11A	11B	12C	12C	10C	13A	15B	18D	15D		27-30
	31-33	10B	11B	11B	13C	10B	11B	11B	12B	11A	12A	16A	12B	12C	13C	13D	11D	16B	17B	10E	17D		31-33
	34-38	11B	11B	11C	15C	10B	11B	12B	15C	11A	13B	17B	15B	13C	15D	15D	12E	18B	19C	11E	19E		34-38
	39-51	11B	11B	12C	16D	11C	11B	13C	16C	11A	15B	18B	17C	15D	16D	16E	15E	10C	11C	13F	11E		39-51
	52-56	11B	12C	13C	17D	11C	12C	15C	17D	12B	16B	19C	19C	16D	17E	17E	17E	11C	12D	16F	12F		52-56
	57-60	12C	12C	15D	18D	11C	12C	16D	18D	12B	16C	10C	19C	17E	18E	18E	19F	13D	15D	19F	15F		57-60
	61-64	12C	13C	16D	19E	11D	12D	17D	19E	13B	17C	11D	11D	18E	19F	19F	19F	16D	17E	21G	17F		61-64
	65-68	13C	13D	17E	20E	12D	13D	18E	20E	13C	17C	11D	12E	19E	10F	10F	16F	18E	19F	22G	19G		65-68
	69-71	13D	15D	18E	21F	13E	13E	19E	21F	15C	18D	12E	13E	10F	11F	11F	18G	19F	21F	25G	21G		69-71
	72-76	13D	15E	19F	21F	15F	15E	20F	21F	15D	18D	13E	15F	11F	11F	13G	19G	20F	21F	26H	22G		72-76
	77-80	15E	16F	20F	21G	15F	16F	21F	22G	16D	19E	15F	16F	11F	12G	16G	21G	21F	22G	27H	25H		77-80
	81-84	15E	16F	21G	22G	16F	17F	21G	23G	16E	19E	16F	17G	12G	13G	18G	23H	21G	23G	28H	27H		81-84
	85-88	15F	17F	21G	23G	17G	18G	22G	25H	17F	10F	17G	18G	13G	15G	20H	25H	22G	25H	29I	29H		85-88
	89-91	16F	17G	22H	23H	18G	19G	23H	25H	17F	10F	18G	18H	15G	16H	21H	27H	23H	26H	30I	31I		89-91
UM	92-95	16F	18G	23H	25H	19H	20H	25H	26H	18F	11G	18H	19H	16H	17H	22H	28I	25H	27I	31I	32I	UM	92-95
UM	96-99	16G	18H	25I	25I	20H	20H	26I	26I	18G	11H	19I	19I	17H	18H	23I	29I	26I	28I	31I	33I	UM	96-99
UM	100	20H	22I	30J	30J	22I	22I	31J	31J	18H	21I	27J	27J	25I	28I	36J	40J	36J	36J	37J	39J	UM	100

RANGE:

0 - 10'	: +25
11- 50'	: 0
51 - 100'	: -15
101 - 100	: -30
101 - 200	: -55
200 - UP	: -75

(FOR A,B,C,D,E, USE ELECTRICITY CRITICALS)

UM = UNMODIFIED ROLL

RESULT	USE ELECTRICITY	USE IMPACT	USE HEAT
F	E	A	-
G	E	B	-
H	E	C	A
I	E	D	B
J	E	D	C

Shadow Mastery (Arcane)

	Area of Effect	Duration	Range
1. Shadow	target	10 min/lvl	10'
2. Shadow Shape	target	10 min/lv	10'
3. Shadow Vision	target	10 min/lv	10'
4. Shadow Image*	target	1 min/lv	10'
5. Shadow Jump	self	1 rd	self
6. Shadow Displacement I*	self	1 min/lv	self
7. Shadow Armor	target	10 min/lv	10'
8. Become Shadow*	self	1 min/lv	self
9. Shadow Twin*	self	10 min/lv	self
10. Shadow Displacement II*	self	1 min/lv	self
11. Shadow Share*	target	10 min/lv	10'
12. Shadow Walk	self	1 rd/lv	self
13. Shadow Sword@	target	1 rd/lv	10'
14. Shadow Capture@	target	V	t
15. Shadow Cloak*	self	C	self
16. Shade*	self	10 min/lvl	self
17. Shadow Messenger	target	V	t
18. Shadow Facade	self	10 min/lv	self
19. Shadow Displacement III*	self	1 min/lv	self
20. Shadow Control	self	1 min/lv	self
25. Shade True*	self	P	self
30. Summon Twilight	5' R/lvl	10 min/lv	10'
35. Shadow Self*	self	1 min/lv	self
40. Shadow Nemesis@	target	1 rd/lv	10'
45. Shadow Death*	self	P	self
50. Shadow Mastery*	self	1 rd/lv	self

* Because he uses part of his shadow to interface with the shadowmagic, the caster must currently be in possession of his own shadow to cast these spells.

@ Target must have a shadow for this spell to work.

Note: When a shadow is killed or taken, the owner takes one round of stun, is -20 to all actions for the next hour, and loses 1/4 of his life levels if that option is being used. If the shadow is slain, there is normally a 1% cumulative chance each day that the shadow will reform. Shadows are formed from neither light nor dark, but both, as they cannot exist in absolute light or darkness. They are an image or reflection of their owners, and because each shadow is a part of its owner, it is tied to him and holds a part of his essence. This spell list uses this strong sympathetic nature of shadows to perform its magic. Mastery of one's own shadow is achieved first, then mastery of the shadows of others.

1. Shadow (E) As *Shadow* from Guises (Illusionist Base List).

2. Shadow Shape (E) Target can alter the shape of any shadow by concentrating for one round. The caster can also make the shadow move as he wishes by maintaining concentration. The shadow will remain in the shape it is altered to for the duration of the spell.

3. Shadow Vision (E) Target can see in all darkness except *Utterdark*.

4. Shadow Image (E) The caster can cause a shadow creature to appear as a normal creature. For instance, if this spell was cast on *Shadow Twin* then the twin would appear as the caster instead of as a shadow.

5. Shadow Jump (F) Target can step from one shadow to any other shadow within 50'. Target can leave the shadow at any orientation that he desires.

6. Shadow Displacement I (F) Target appears to be offset from where he actually is; all attacks have a chance to have no effect depending on the lighting conditions. If the caster is caught in an *Utterlight* or *Utterdark* spell, then the chance is zero. If the caster is in a darkness or light spell the chance is 5%. If the caster is in normal daylight or darkness the chance is 10%. Finally, if the caster is in deep shadows the chance is 15%. Each time a foe misses him the chance of the foe missing him again goes down 5%. If this spell is used with the standard *Displacement* spell then the best chance to be missed is used, and the lowest the chance can drop to for being missed is half chance of the lesser of the two spells (i.e. with *Shadow Displacement III* and *Displacement II* in normal daylight, the base chance to be missed is 30% and the lowest the chance can drop to is 10%).

7. Shadow Armor (E) As *Shadow* except the caster can alter the appearance of the shadow form he has or even cause it to disappear altogether and appear as his normal self.

8. Become Shadow (E) The caster becomes a shadow. He looks as if he is under the effects of the *Shadow* spell. He must maintain concentration, but is unaffected by the physical world. Some creatures and undead that share a similar state can effect / be effected by the caster while in this state. The caster can pass through cracks and is invisible in shadow. He is very hard to see otherwise (-50 perception). If the caster is enters an area with a light or dark spell, he must resist or be stunned one round and unable to maintain the spell. If the caster is caught in a *Utterlight* or *Utterdark* spell, he must resist the spell each round or be stunned for 1 rd/5% failure and unable to maintain the spell.

9. Shadow Twin (E) Caster's shadow becomes an a shadowy duplicate of him looking much like the caster under the effects of a *Shadow* spell. If the caster is under the effects of a shadow spell then there is no way to visually tell the difference. The shadow twin will move as the caster wills if he concentrates, and otherwise does exactly as he does.

10. Shadow Displacement II (F) As *Shadow Displacement I* except the chance is 0/10/20/30%.

11. Shadow Share (E) Caster places part of his shadow into the shadow of another creature or illusion. The target creature or illusion will now for the duration of the spell have a presence and will detect as if it was the caster if the detection spell fails to resist versus the caster's level.

12. Shadow Walk (F) As per *Shadow Jump* except the caster can step through a shadow each round for the duration of the spell. This is only a 20% action after the first round.

13. Shadow Sword (E) The target's weapon becomes a shadow slayer and goes jet black. Anytime a 'C' critical or better is scored against an opponent, then the opponent must resist this spell or have his shadow killed. The spell is resisted at -10 for a 'D' critical and at -20 for an 'E' critical. If his shadow is killed, the target is stunned for 1 rd, at -20 to all actions for the next hour, and loses 1/4 of his life levels if that option is being used. If the opponent has no shadow, then there is no effect from this spell. This spell also ignores the effects of any *Shadow Displacement* spell and will destroy a *Shadow Self* or *Shadow Nemesis* if they fail to resist (using their owner's level). When a shadow is killed, there is a 1% cumulative chance of its return each day.

14. Shadow Capture (E) Target must resist or have his shadow taken by the caster. Target is stunned one round, at -20 to all actions for the next hour, and loses 1/4 of his life levels if that option is being used. The caster can take an extra four rounds to take the shadow, in which case the target will suffer no side effects. The caster can hold one shadow per five levels, and if the caster loses his shadow for any reason then all captive shadows are released. For as long as the caster holds the shadow the target is at -20 to resist the caster's base spells. The shadow will always show the current form of it's owner. The shadow remains captured until the caster releases it, its previous owner dies, or it is slain.

15. Shadow Cloak (E) As *Earthcloak* from EarthBlood's Ways (Arcane).

16. Shade (E) Caster becomes one with his shadow. For the duration of the spell the caster has both *Shadow Armor* and *Shadow Vision* running, and can at will cast *Become Shadow* or any of the *Shadow Displacement*. This will cost the caster power points, but will not count as an action.

17. Shadow Messenger (E) The caster can take any shadow he has and release it. The caster can give the shadow a message of one word per level of the caster. The shadow will return to its previous owner in one round, no matter where he is. The caster can cast one spell on the shadow as he releases it. When the shadow returns to its previous owner, the owner must resist or suffer the effects of the spell.

18. Shadow Facade (E) If the caster has the shadow of a person, he can use it to appear as the owner of the shadow. It doesn't effect the caster's voice, but most detection magic must resist versus the caster's level or read as if it was cast against the shadow's owner.

19. Shadow Displacement III (F) As *Shadow Displacement I* except the chance is 0/15/30/45%.

20. Shadow Control (M) The caster can either cast this spell on himself, and for the duration of this spell force all shadow creatures to resist at -20 before they can attack the caster or can cast this on a shadow creature in order to have control of the creature for the duration of the spell. If the caster tries to control a shadow creature and fails, the creature is immune to the protection effects of this spell.

25. Shade True (E) After this spell is cast the caster can once per day cast *Shade* at will for no power points.

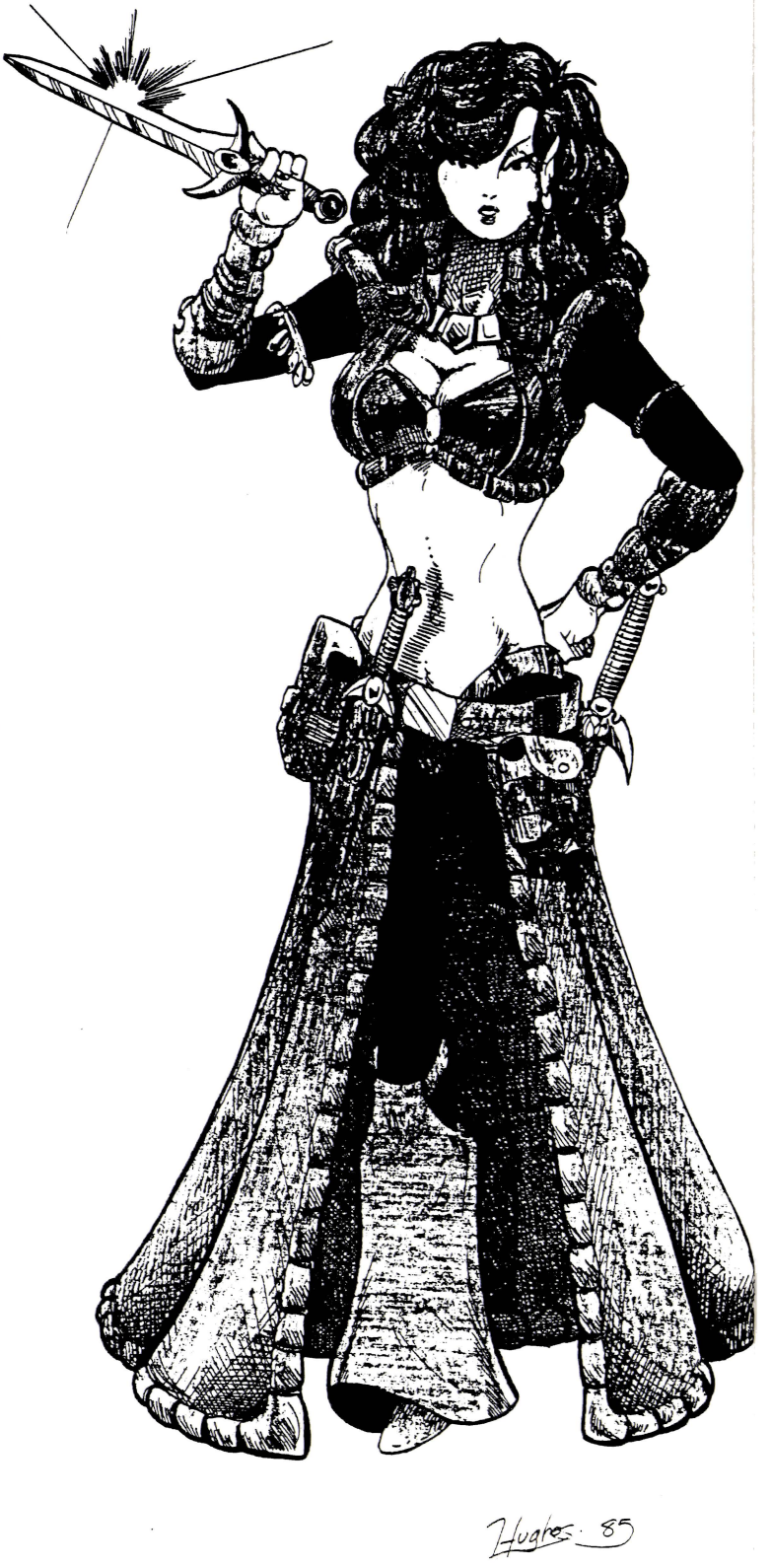
30. Summon Twilight (E) This spell summons twilight to the effected area. The area is covered in shadows and will not be totally light or dark for the duration of the spell. The caster can control the general level of shadows causing them to reveal or conceal at will. All currently active light or darkness spells must resist versus the caster or be dispelled (including *Utterlight* or *Utterdark*. spells), and light or dark spells that are later cast in this spell's area of effect must resist at -20 or be dispelled before they go in to effect.

35. Shadow Self (E) The caster forms an exact duplicate of himself from his shadow. The duplicate will not be able enter an area with in either *Utterlight* or *Utterdark* in effect and if caught within the effects of one of these spells must resist the spell at the caster's level or be dispelled. The caster must see the duplicate and can direct it by concentrating. The duplicate can cast spells as the caster and will draw on the caster's power points. The duplicate will have half the base spell attack, OB, Directed Spell, and concession hits of its caster. It can only be effected by physical or elemental attacks. If slain the caster loses his shadow until it reforms.

40. Shadow Nemesis (E) The target must resist or face his own shadow. The caster must order the shadow nemesis to attack and can call it off at anytime. The shadow will have exactly the same skill, spells, items, and abilities of its owner at the time the spell is cast, so the target will basically be fighting himself. The nemesis will not be able enter an area with in either *Utterlight* or *Utterdark* in effect and if caught within the effects of one of these spells must resist the spell at the caster's level or be dispelled. If the caster already has the target's shadow then this spell is resist at -100.

45. Shadow Death (E) After this spell is cast, the caster can at a later date have his shadow die in his place. His body then becomes whole and his shadow suffers his fate. This can be any form of death. The caster is in perfect health except that he is at -50 for the next round, then at -20 for the next week, and he loses one half of his original concussion hits until he regains his shadow. The caster can develop additional concussion points as normal. This spell is triggered by the subconscious at the instant of soul departure or destruction. The caster's shadow has only a 1% cumulative chance to return each year.

50. Shadow Mastery (E) Caster can cast one spell off this list per round for the duration of this spell provided he has his shadow, and he is able to ignore the adverse effects of *Utterlight* or *Utterdark* spells on spells from this list.



Level-Block Cumulative Power Point Cost System

In *Rolemaster*, the basic *Spell Law* rules describe a very flexible and usable spell system, but the standard rules are set up in a manner that only simulates one of the many possible ways that the essentials of magic may work within a campaign. So changes in some of the most basic *Spell Law* rules may become necessary when a GM sets up his universe according to the particular magic dynamics that he envisions to be underlying his world. This also occurs when trying to directly translate a specific flavor of magic from some other source (such as a novel or film setting) so that it meshes smoothly into the *Rolemaster* framework. Fortunately, the *Rolemaster* systems are designed in such a logical manner that it is relatively easy to replace even major systems mechanics without having them fatally clash with the rest. This spell system option is one example of this.

The way that the power point system is set up in *Spell Law*, it seems that a PP multiplier device is almost a mandatory requirement in order for a pure spell user to have enough PPs to get by. (Either that or a very high stat, or both.) If a tenth-level spellcaster only has 10 natural PPs to work with, his power is not that great in an extended crisis or long-term expedition. (E.g., "We need to hire a Mage. What're this one's major abilities? Hmmn. A choice between only one *Lightning Bolt*, or a couple of *Sudden Lights*, or less than a handful of *Light* spells per day? Bah! let's just buy a couple of wands instead.")

The solution of making PP multipliers easily available just doesn't work in many low-powered games, or within campaign settings where the Alchemical laboratories that create such things are no longer functioning--such as in the popular "Drowned Atlantis" scenario for many magic-scarce campaigns, where the major culture that once taught spellcraft and created most of the world's enchanted items has been destroyed, and the PCs are forced to sift through the ruins for scraps of its knowledge and equipment.

The variant PP development rules from *Rolemaster Companion II* really only increase the per-level PP gain for those races that have a high enough "racial PP die", also assuming that each character rolls well (as per Option 1 of section 3.1). In addition, since a character's natural PP total is based on his race and a random roll, this option practically eliminates the importance of a character's Realm-attunement stat, as it no longer has any *significant* bearing on how powerful the character's PP stores are. And the exhaustion system which is a necessary part of this option (if any type of play balance is to be maintained) involves so many cumbersome calculations and modifiers during play and in level advancement that it more that counterbalances any value the system might have to offer. (The "Base PP/Developed PP" system in that section is an excellent optional rule, though.)

Instead of using methods such as these to increase spellcasting power, the *Spell Law* PP system can be modified slightly to achieve the same goal.

Under the "Level-block PP Cost" system, a spell no longer costs a number of PPs equal to its level to cast. Instead, spell PP costs are divided into blocks (following the "spell picks" progression), with each successive block costing more PPs in a cumulative progression, and each spell within a block having the same PP cost:

Spell Level	PP Cost
1-5	1
6-10	3
11-15	6
16-20	10
25+	*

*Each spell above 20th level costs a number of PPs equal to its level.

The net effect of this change is to slow down the spell power cost progression itself in order to increase spellcasting ability, so that a spellcaster's PP stores need not be artificially bloated for him to function adequately. This system has a number of advantages over the old one, but to use it properly the GM must be aware of the changes in creates in the current power-balance of the *Rolemaster* system, and be prepared to make the necessary adjustments to a few other aspects of the system that are affected.

If a GM is using PP-oriented optional rules, he will have to judge how the use of this PP system affects their use, or if it even does. For instance, the Spell Attack Variability optional rule 10.1.2 (Elemental Attack Spells) is not affected at all if one assumes that the formula only applies when considering x2 or greater hit multiples. (E.g., a standard x1 hits *Lightning Bolt* costs 3 PPs to cast under this system, but it still costs 20 PPs to give it x2 hits power, 30 PPs for x3, and so on.)

One of the major advantages that this system provides is to give "average" (1 PP per level) spellcasters a fighting chance, so that every spellusing opponent need not have an unusually high stat or multiplier device in order to present a danger. It also makes the higher realm-attunement stats much more valuable when rolled, strengthening the concept of the rare "natural" talent with magic who is born with access to a very high power level.

With the more gradual PP increment costs under the level-block system, spellusers will indeed be able to cast many more low-level spells during a day than they could under the old PP system, but this will only enhance the enjoyment of playing spellusing characters, and not supercharge their abilities beyond balance. Spells in the *Spell Law* system (especially the low-level ones) are generally not "sure-kill" powers that will produce a set effect every time they are cast. When a spell is cast it often has a very large chance to fail outright or deliver only marginal results, due to an unmodified failure roll, normal failure result, cover and sometimes hefty BAR negative modifiers, and finally the Resistance Roll itself.

In the example for Elemental Attack Spells (*SL* section 8.4, pg. 20 of the 2nd edition book) a Magician expends 10 PPs (perhaps all he has left) to throw a *Lightning Bolt* at a Fighter, and because of the modifiers only inflicts 7 hits and a 'A' critical result. And this is with his maximum-developed Directed Spell skill bonus for his level, and a very good roll of 90 on the percentile dice! The example shows how the Magician could have achieved a more powerful strike by moving to within 50' of the target, but how likely (or smart) would it be for a pure spell user to move within striking range of a well-armed Fighter? So the Fighter eats the 7 (or 17) hits, and unless a really great crit is rolled he will be upon the Magician next round. The spellcaster is probably low on (or out of) power points just from the casting of the single attack spell, and the Fighter's +100 longsword OB will never run out. Of course, it could be argued that the Magician should have used his other spells to either gain an advantage or avoid the melee in the first place, but even such non-attack spells as *Invisibility I*, *Leaving*, or *Long Door* consume considerable chunks of PPs under the standard system. The point is that spells in *Rolemaster* are too variable and fickle to cost such a large amount of power that a spellcaster can't afford to try them again should they fail.

One of the largest effects that the use of this system will have on play balance is that PP multipliers become *much* more powerful, and should accordingly be made more scarce within the campaign. Their costs on the Set Costs For Special Magical Properties table (*RM* section 7.3.4 in the *ChL/CaL* book, pg. 18) should also be increased--perhaps doubled. As a general rule when using this system, characters should not have access to a PP multiplier until they reach a level *at least* half that required to create such an item. For x2 multipliers, this is around 8th-10th level, and x3 items are best reserved for characters over 20th level. The spells that give a character access to a special PP multiplying ability should also be adjusted (e.g., the *Druidstaff* and *Crystal Power* spell lists from the *Rolemaster Companions*), as well as the "per level" PP multiplier that determines how many PPs spellusing creatures have.

For multiplier items, this estimate is not intended as an arbitrary "play balance" rule to be imposed on the campaign world, but rather as a more realistic simulation of the actual power-politics within a campaign society that determines who holds the variable-powered enchanted items that exist within it (based on this new PP system, as it makes such items much more valuable, and thus much harder to acquire and hold on to).

It is certainly much more realistic than the situation found in many *Rolemaster/MERP* published adventures (based on the current PP system), where 3-rd level characters are frequently seen to be holding x2 PP multipliers, x3 items somehow remain in the possession of 6th level beings, and x4 (and higher!) multipliers are more common than +10 swords. (Look over the Shadow World and Middle-earth modules.) Considering that in the standard rules it takes a 50th level alchemist to create a x3 multiplier (and a 75th for a x4, a 90th for a x5, and a 100th for a x6, in the optional spells suggested in *RMCI*), it seems very unbelievable that almost every spell user encountered that is below Lord level happens to have a x3 or greater device to work with. How many 50th+ level Alchemists would be required to toil constantly at creating multipliers, just to keep up with the demand for new and/or replacement devices, and wouldn't they be more interested in spending their time creating unique enchanted item masterworks? (And in the case of Middle-earth, just where did all those multipliers that pop up in the adventure modules come from anyway? Sauron?)

And since the PCs usually defeat their foes, it is not long before they pick up said devices off of the bodies, boosting the characters' abilities out of proportion as well. Of course, you can make sure that the PCs are unable to utilize such captured items by rationalizing each device as a special case, so that each turns out to be attunable only to a certain obscure profession or race, but that wears thin rather quickly. (how many x2 multipliers for Beach Elf Witches, Undead Halfling Sorcerers, or Homosexual Centaur Channeling Users can the PCs run into before getting pissed?) The only reason that so many powerful devices were assumed to be floating around in the first place is that they were necessary in order to arm opponent spellcasters with enough PPs to give the players a challenge, because of the limitations that the PP system imposed.

A GM may want to allow the characters access to *some* form of bonus spell item at low levels, but doesn't wish to give them access to multipliers or even spell adders, which are also now more valuable under this PP system (a mere +1 spell adder can be used to cast a 25th level spell, saving 25 PPs for the spellcaster--25 1st to 5th level spells, that is). One way to provide low-power bonus items within the context of the level-block PP system is to modify the *General* spell on the Alchemist Base Enchanting Ways spell list so that in can produce *power point* adders. The *General (x)* spell can be used to craft PP adders at the level of the *General* spell number *(x)* times two in PPs. (*General I* can produce +2 PP adders, *General II* creates +4 PP adders, and so on.) Since 1st to 5th level spells only cost 1 PP under this system, these PP adder devices perform the relative function of spell adders for low-level characters, yet higher-level characters are unlikely to hunt them down for their own use, as the PP-adding benefits are not as great when applied to the needs of higher-level spellcasters.

A GM can also use aspects of this to generate campaign plots. Suppose that 3rd level mage whom you allowed to gain a +4 PP adder keeps bragging to his Mage's Guild fellows about finding an enchanted item which allows him to cast four additional spells each day. He just might have to face down that 15th level Sorcerer whose bonus item was recently destroyed and who wouldn't think twice about knocking someone over to obtain a +4 spell adder (as he's heard it described) for use with his Essence spells.

One option to consider when applying this PP cost system to a campaign is to use it *selectively*. That is, it may apply only to certain areas of the campaign world or spell system in use. The best example of this involves one of the theories behind Arcane spells, which assumes that spellcraft was divided up into the three realms because Arcane spells were so much harder to learn. Extend this concept to the power point component of spell use and it becomes obvious why use of the three separate realms became much more common than the ancient Arcane magics. In this application, spells drawing their power from the branch realms of Essence, Channeling, and Mentalism (including their Hybrid combinations) benefit from their specialized focus by demanding less power (following the level-block PP cost progression as shown above), while the more generalized Arcane spells require the standard (1 PP/level) expenditure.

Or a GM may rule that certain types or categories of spells within his campaign are the only ones which can use this new system. For instance, in one campaign the level-block system may be used for all magic, *except* that which involves the

creation of magic items. All item-creation spell lists (e.g., *Enchanting Ways*) still follow the 1 PP/level of spell cost progression, as the GM feels that enchanted item creation should not be made any easier. Conversely, a GM who has a personal preference for a certain type of magic can reserve the level-block system for that category alone. A GM who feels that magical healing should be the most powerful type of magic in his universe (under some principle such as the idea that living things are the most receptive to magic, and magic designed to aid their life processes interacts with them much easier than life-destruction or unnatural matter-altering magic does) might rule that this PP system is only applicable to Healing spell lists.

It may also be ruled that the level-block system is only in effect at certain places on the world, such as within Earthnodes or in/near Essence-flows. Or perhaps it is universally applicable, but only at certain *times*. (Imagine the dynamic background of a campaign world where the power of magic ebbs and flows with the seasons, or switches in millenia-long cycles.)

The standard level-block PP cost progression noted above (1/3/6/10/*) is only a suggested cost progression, and may be altered to fit each GM's view of the power of magic within his campaign. Some optional PP cost systems might include the following progressions: 1/2/5/10/*; 1/2/4/5/*; 1/2/3/4/*; 1/2/4/5/10 (each spell above 20th level costs 10 PPs to cast); 1/2/3/4/10; 1/2/3/4/5; 1/6/10/15/*; or even something along the lines of 5/10/15/20/*. These variable cost systems could also be applied to one or more of the optional system applications as outlined above in order to differentiate the subsystems. (E.g., the standard suggested PP cost progression of 1/3/6/10/* may apply to all magic except when performed in an Earthnode by an attuned caster, who uses the 1/2/3/4/* progression instead.)

Using this system may even obliviate a GM's urge to design and throw in some sort of "cantrip" system, as many 1st to 5th level spells currently on the lists are little better than cantrips as it is (*Mannish Scale, Woodfires, Freeze Liquid, Desalination*, etc.); and since they all cost 1 PP to cast under this system, they can be used more frequently without eating up a lot of power. Or partially-researched, "truncated" spell lists that only extend to level 5 can be designed, as another type of "cantrip" system that remains within the standard *Spell Law* framework of all spells being designed along a list system.

The level-block PP cost system is a useful too for tailoring a campaign world's magic structure closer to a GM's personal vision, allowing the simulation of a wider variety of environments. It is especially appropriate for low-powered, magic-item scarce campaign settings, but because of the standard PP costs for spells over 20th level it can also be used for high-powered settings, the increase in low-level power being balanced out by the standard massive power consumption of very high level spells. Of course, this system and its accompanying suggestions are aimed at a certain style of campaign play, which some GMs may not share. (If you want to use this system and still give everybody x5 multipliers, knock yourself out--but don't say I didn't caution you about it first.)

Reach Out and Touch Someone

As it stands, Mentalists in *Rolemaster* are pretty klunky telepaths, having to learn two separate Base Spell lists to achieve a decent mind-communication ability. The following new spell list, *Mind Touch*, is designed to replace *Mind Merge* and *Mind Speech* as a Mentalist's main source of thought-merging spells. To preserve all the basic mentalist abilities when doing this, the Seer Base *Mind Visions* should be made available as a standard Mentalist Base List and the spells *Mind Switch* and *Mind Switch True* should be transferred to the Mentalist Base List *Mind Control* (at levels 17 and 35 respectively).

The spells on the *Mind Touch* list which allow the caster to broadcast emotions towards a target (*Emotion Touch, Area Emote, Mind Touch*, etc.) can also be used offensively to project negative emotions. Anyone who is being showered with hateful emotions through a mind merge will have a -10 modifier applied to any skill rolls involving Presence or Self-Discipline as long as the merge continues and the sender concentrates, or until the recipient uses 20% of each round's activity to concentrate and screen ut the mental heckling being received. Note that these (positive and negative) emotional interaction modifiers are *not* cumulative. (E.g., two negative broadcasts at a target do not impose a -20 penalty, nor do encouraging emotional broadcasts from a half dozen supporters bestow a +120 bonus.) The total number of positive or negative broadcasts being directed at one target determines whether the +20 or -10 modifier applies. In case of a tie, a positive broadcast always overrides a negative one.

It is possible to link multiple mind-merges between cooperating casters in order to increase the net range. If a spellcaster contacts another spellcaster at the extreme of his range who can cast a mind-merging spell, the target caster can then make a Spell Mastery roll to cast a mind-merge spell and link another target into the first caster's merge. If this is successful, the second caster loses direct contact with the first caster as the merge is merely being beamed through him to the third target at that point. During this time, the second caster cannot "hear" either the first caster or the third target as they mend-merge; he can only feel if the link is still active. This type of link can extend through multiple casters, and all the restrictions apply so that only the caster at the initiating point and the last target are able to fully mind-merge.

It is also possible for spellcasters who can cast *Mind Store* and a mind-merge spell to "eavesdrop" on other mind-merges between individuals they are familiar with. The caster makes mental contact with a target who is *Mind Stored*, but attempts to mask the link so that the target is unaware of it. This should be simulated by a roll using a Spell Mastery skill specifically developed for this type of mind-subterfuge, for both offensive and defensive purposes--call it Spell Mastery: Mind-merge Sensitivity.

The eavesdropper's skill bonus is reduced by the target's skill bonus and applied to a Static Action roll, and if successful, the target is unaware of the link until the eavesdropper drops the mask by speaking. (If the eavesdropper attempts this kind of subtle mind-merge upon a target who he has no *Mind Store* of, there is an additional Insane (-100) modifier to the attempt.) If the roll is unsuccessful, the target is aware of the link as it forms, but he can then make another Static Action roll (modified as above) in order to fool the eavesdropper into believing that he is unaware of the mental contact. If this roll fails, the eavesdropper senses the target's involuntary reaction to the merge.

A successful eavesdrop attempt allows the caster to monitor any mind-merge that the target is involved in at the time. When this happens, the other being(s) that the target is merged with may be able to sense that someone is listening in at the other end, and may make an unconscious Spell Mastery (Mind-merge Sensitivity) roll to detect this, but it will have an additional Absurd (-70) modifier; if the hidden link is consciously suspected, the modifier is only Extremely hard (-30).

If the direct target of this eavesdropping attempt is unaware of the link, but is not involved in another mind-merge at the time, the eavesdropper may attempt to use the hidden link to try and listen in on the target's conscious thoughts. A Static Action roll must be made every round this is attempted, modified by both being's skills in Mind-merge Sensitivity as well as a Sheer Folly (-50) modifier, and if successful the target's surface thoughts for that round will be heard by the eavesdropper. As soon as one of these rolls is failed, the target becomes aware of the link.

Anyone mentally contacted by *Mind Tongue, Mind Speech, Mind Merge, Emotion Touch, Mind Touch* or any similar effect can choose to not receive the broadcast by blocking out attempts at contact through concentration (with a 20% Activity requirement each round). The target will will be aware of the presence of the attempt as long as it is active; the caster will know only that the target has been reached but is refusing to allow entry of the mana-mental signal.

A being who projects his thoughts along a mind-merge can also transmit a very basic identification of himself, if so desired. This will take the form of a mental image of the sender's appearance, which manifests in the mind's eye of the recipient (who may ignore it or screen it out at will). The image-id must be static, not very detailed, and cannot show any of the sender's surroundings or present condition. It is merely an idealized self-abstraction, the standard way of identifying the sender of any mental communications, and when matched with a corresponding emotional broadcast can make the "mental tongue" of any thought-sender as easily recognizable as his disembodied voice would be.

Any thought-broadcaster may choose to transmit some form of visual symbol as the id-image instead of a self-abstraction (e.g., a black rose in flames). A being may only have one image-id stored in his mind at one time. It takes 20 hours of meditation to construct or change a being's image-id symbol. (So one cannot use this feature of mind-merging to communicate a series of visual images in rapid succession.)

If the sender of a thought-broadcast has direct knowledge of his target's surroundings (either by having the target in sight or having just used a scrying/sight spell to scan his immediate environment), he can try to project his image-id onto some area around the target by making a Spell Mastery roll (or a Targeting roll if the GM is generous), and his "mental voice" will seem to come from the image at that location when the target "hears" the thought-broadcast. (E.g., the image-id is constructed in the form of a mouth and can be overlaid on a nearby statue's mouth, an image of the sender's face appears in the reflection of a mirror or

on the surface of a liquid such as in a winecup when the target looks at it, or the image appears to be a tattoo on the target's body.)

Another use of Spell Mastery for mental communications would be to allow the "mind voice" flavor and mental-image id of a specific being to be faked by one skilled in acting and disguise. This requires that the deceiver know the exact thought-broadcast tone of the one he is impersonating by having studied it (either by way of time spent in normal communications with the being, or via the "eavesdropping" techniques outlined above). He must also have *Mind Stored* the subject's mental pattern for reference during the attempt. It is suggested that the minimum amount of time spent on familiarizing oneself with a target's mental tone be equal to one hour times the being's level in order for the deception to have any chance of success. This is due to the fact that a being's thought patterns become more personalized as he gains experience, and the many layers and inflections are harder to completely learn. (This estimate-pattern of a target's mental tone must therefore be updated with the additional hours of study if the target goes up in experience level.)

A mind-merger who attempts to imitate the thought-broadcast tone of another must make a Static Action roll modified by his skill in Spell Mastery: Mindvoice Imitation, reduced by one-half the listener's skill bonus in Spell Mastery: Mind-merge Sensitivity if he has ever heard the mind voice of the person being imitated, or the full bonus if the target is very familiar with it. If successful, the listener will hear the tone and inflections that he expects to hear from the supposed source of the mind-merge. If unsuccessful, the target hears an obvious attempt at imitation.

If a mind-merger attempts to also imitate and send a false id-image, he must first alter his own id-image to match that of the subject. This takes the standard 20 hours, reduced by a percentage equal to the amount that a Static Action roll (modified by Mindvoice Imitation) exceeds 100. When shaping the id-image, he must make a Static Action roll, modified by his Mindvoice Imitation skill and an Absurd (-100) modifier if he has only seen the subject's id-image once, or a Very Hard (-20) modifier if he has viewed it sufficiently to be familiar with it (the time depends on how complex it is--from a minute to an hour). If the roll succeeds, the id-image is a good duplicate of the subject's, and any who view it will accept it. If the roll fails, any who view the id-image get an unconscious Static Action roll modified by their Mind-merge sensitivity skill when they see the duplicate image for the first time to notice the flaws.

In contrast to the method of compressing two weak spell lists together to create a more effective single one (*Mind Touch*), the following two spell lists were created by pulling apart a single overly-generalized list (*Mind Mastery*) to produce more detailed lists covering specific focus areas in each (*Mindmastery* and *Mind Cloaking*).

The *Inner Wall* spells from *Mind Mastery* were strengthened because it seemed incongruous to have spells from an Open list (*Protection* off of *Spell Resistance*) be more effective and more powerful at lower levels than similar higher-level spells off a Closed list.

The *Misfeel* spells on Mind Cloaking were lowered in level because the list is focused much more on the subterfuge theme than the old Mind Mastery was. To balance this out in relation to other Base lists it is suggested that the *Misfeel* spells on the Mystic list Mystical Change (or on any other Base list) be given instantaneous (*) casting times.

One spell was created to solve a long-standing imbalance. An obvious cultural effect of having Mentalism spells readily available would be the use of *Mind Store* and *Direction* or *Finding* on troublemakers, known criminals, or exiles to keep track of them with periodic checks to see if they are within range of an area forbidden to them, or to track them down for trial or execution. A Mentalism-spellusing "mind sniffer" would become a standard feature of any government, as a force that could not be defended against.. To counter this, *Mind Shroud* (from the new *Mind Cloaking* list) is now available to any covert operators who need to function unmonitored by mind-scans.

Mind Shroud (*II, III,* and *IV*) can also be used offensively upon an involuntary target to hide captives from their allies' mind-spell searches (*Finding, Direction*). In these cases, the target of the *Mind Shroud* spell should receive a Resistance Roll. Note that *Mind Shroud* does not prevent *Presence* spells from registering the target, so it is still possible to remotely reach a *Mind Shrouded* individual, he just cannot be specifically pinpointed first.

Mind Shroud is a valuable tool for the protection of agents of covert organizations, as it makes them invisible to their opposition's scans, but it also cuts them off from easy access to their own mind-communication net. To get around this, mind-wave broadcasters learn to "pulse" their scans (concentrate to cut it off for a moment while still maintaining the attempt) in a code known to the operatives (such as long-long-short-long, repeated in intervals). A *Mind Shrouded* agent can feel when scan is trying to lock on him, and if the pulsed code matches his employer's he will know that he is not being randomly scanned. The current mental signal id code contact prefix of an organization is therefore very valuable information.

Mind Cloaking (Closed Mentalism List)

	Area of Effect	Duration	Range
1) Inner Wall I	self	1 min/lv	self
2) Mind Shroud I	self	24 hr(+/-c)	self
3) Inner Wall II	self	1 min/lv	self
4) Mind Facade I	self	1 min/lv	self
5) Misfeel Kind •	self	c	self
6) Outer Wall I	v	1 min/lv	v
7) Mind Shroud II	1 target	1 day	touch
8) Misfeel Calling •	self	c	self
9) Inner Wall III	self	1 min/lv	self
10) Misfeel Power •	self	c	self
11) Mind Facade II	self	10 min/lv	self
12) Inner Wall IV	self	1 min/lv	self
13) Mind Shroud III	1 target	1 day	touch
14) Unpresence	self	c	self
15) Outer Wall II	v	1 min/lv	v
16) Misfeel •	self	c	self
17) Inner Wall IV	self	1 min/lv	self
18) Mind Shroud IV	1 target	v	touch
19) Mind Hypocrisy	self	1 min/lv	self
20) Inner Wall True	self	1 min/lv	self
25) Area Unpresence	10'r	1 min/lv	self
30) Misfeel True	self	1 hr/lv	self
50) Mirrormind	self	c	self

1. Inner Wall I (D) Caster receives a +5 on RRs versus any Mental Attack (M) spells.

2. Mind Shroud I (P•) When this spell is active, it shields a being's mind from *Direction, Finding,* and *Mind Store.* The target can feel when a scan is searching for him if the spell would ordinarily have reached him, and can pause this spell to receive a mind-lock if so desired.
3. Inner Wall II (D) As *Inner Wall I,* except with a +10 bonus.
4. Mind Facade I (P) Sets up a filter of interference between the caster's mind and any mental-influence spell or other effect designed to force the caster to involuntarily reveal information (such as *Question, Charm Kind, Suggestion,* hypnosis or drugs), so that while the caster will still obey the request, he will be unable to access anything within his memory but random trivia that is unrelated to the question being forced on him. For instance, if someone uses *Suggestion* on a being who has a *Mind Facade I* up and orders him to "Tell us where your companions are hiding so that we may reunite you with them", he may receive a reply such as, "My mother used to bake fresh bread." Note that this effect pertains only to involuntary disclosure by the caster, and that he retains full access to his memory and may voluntarily reveal it or think about it during the duration. *Mind Facade I* has no effect on spells which scan the target's actual conscious or unconscious thoughts or memories (such as *Thoughts*) instead of forcing the caster to access them himself.
5. Misfeel Kind (P) Caster appears to be of any race he chooses, to magical or mental detection.
6. Outer Wall I (D) Either allows the caster to set up a 10' radius around himself which bestows the effect of *Inner Wall I* (+5) to all within, or allows the caster to bestow the effects of *Inner Wall II* (+10) on one target at a range of touch.
7. Mind Shroud II (P) As *Mind Shroud I,* except for ability to cast the effect upon another and the target's inability to pause the effect at will.
8. Misfeel Calling (P) As *Misfeel Kind,* except profession may be misrepresented.
9. Inner Wall III (D) As *Inner Wall I,* except with a +15 bonus.
10. Misfeel Power (P) As *Misfeel Kind,* except level may be misrepresented.
11. Mind Facade II (P) Bestows the effects of *Mind Facade I* , plus the ability to camouflage the caster's surface thoughts to fool mind-scanning spells up to the intensity of the spell *Thoughts* (but not beyond--*Inner Thoughts* and higher level mind-scanning spells will see through a *Mind Facade II*) by generating a plausible facade of thinking around the caster's mind, composed of everyday idle musings, which any *Thoughts* scan will intercept instead of the caster's actual thoughts beneath. For instance, a being with an active *Mind Facade II* who is eating at a dinner table will reveal only pleasant thoughts about the meal to anyone who uses a *Thoughts* scan on him, even though the target may be in deep mental conversation with another at the table through the use of *Mind Touch,* or is engaged in wicked thoughts about the other diners.
12.Inner Wall IV (D) As *Inner Wall I,* except with a +20 bonus.
13. Mind Shroud III (P) As *Mind Shroud II,* except this spell enables the caster to bestow the effect on one target per level.
14. Unpresence (P) As *Misfeel Kind,* except caster appears to have no presence.
15. Outer Wall II (D) As *Outer Wall I,* except a 10' radius *Inner Wall III* (+15) or a single *Inner Wall IV* (+20) may be created.
16. Misfeel (P) Allows caster to use all of the *Misfeel* spells at once.
17. Inner Wall IV (D) As *Inner Wall I,* except with a +30 bonus.
18. Mind Shroud IV (P) As *Mind Shroud II,* except caster can either bestow an effect that the target can pause as per *Mind Shroud I,* with a duration of 1 day (+/-C), or an effect that the target cannot deactivate, with a duration of 1 week.
19. Mind Hypocricy (P) When this spell is in effect, the caster can control his involuntary aural reactions when he makes statements so that he can cause each to register as either truthfully or deceitfully told under scans such as *Truth,* according to his desires.
20. Inner Wall True (D) As *Inner Wall I,* except with a +50 bonus.
25. Area Unpresence (P) As *Unpresence,* except anyone within the 10' radius around the caster will have his presence masked.
30. Misfeel True (P) As *Misfeel,* except for PP cost and duration.
50. Mirrormind (D) Caster reflects all mind attacks back on the attacker, who must then make a RR.

Mindmastery (Closed Mentalism List)

	Area of Effect	Duration	Range
1) Tranquility •	self	-	self
2) Concentrate I	self	v	self
3) Mindclock	self	2 hr/lv	self
4) Mind Calendar	self	1 day/lv	self
5) Trance Alert	self	1 trance	LOS
6) Concentrate II	self	v	self
7) Observation I	self	1 rd/lv(c)	LOS
8) Trance Correlation I	self	1 trance	self
9) Awaken *•	self	-	self
10) Concentrate III	self	v	self
11) Observation II	self	1 rd/lv(c)	LOS
12) Trance Concentration	self	1 trance	self
13) Trance Correlation II	self	1 trance	self
14) Lord Observation	self	1 min/lv(c)	LOS
15) Concentrate IV	self	v	self
16) Mind Tone •	self	v	self
17) Trance Correlation III	self	1 trance	self
18) Subconscious Concentration	self	10 min/lv	self
19) Concentrate V	self	v	self
20) Observation True	self	1 min/lv(c)	LOS
25) Trance Correlation True	self	1 trance	self
30) Mind Clear	self	1 hr/lv	self
50) Recentering	self	-	self

1. Tranquility (U) Puts the caster's mind into a completely relaxed state so that he will instantly fall into a natural sleep. Or, the state achieved through this spell can instead be used to add +2/lvl to the caster's next Meditation roll.
2. Concentrate I (U) Focuses the caster's mind, so that he may add +10 to any one maneuver modified by his Presence or Self-Discipline stats, or +20 to a maneuver which is modified by his Memory or Reasoning stats.
3. Mindclock (U) Caster sets up a timecount within his mind which constantly reads out a timecheck that only he is aware of (he can tune his awareness of the count in or out at any time). The caster can set the count to readout the elapsed time since he initiated it, or can set up a countdown to a future time within the spell's duration. Only one *Mindclock* may be running in the caster's mind at one time.
4. Mind Calendar (U) This spell allows the caster to make mental notes which will come to his attention again at the specified time each is set to within the spell's duration. 1 entry/level of the caster may be made, each taking the form af a spoken message in the caster's mental voice no longer than 1 minute in duration.
5. Trance Alert (IP) When cast prior to sleep or entering a meditational trance, this spell allows the caster to set up 1 condition which will trigger a mental alert. The condition must pertain to the caster's immediate physical environment or the

achievement of one of the objectives of the trance. The spell informs the caster when the specific condition has been met, and at that time he may choose to use *Awaken* or normal means to end the trance.

6. Concentrate II (U) As *Concentrate I*, except the bonus is +20 for Pr/SD rolls or +40 for Me//Re rolls.

7. Observation I (IP) Caster gains insight or facts by observing a person or thing with intense concentration (one subject at a time); increases perception skill by +50.

8. Trance Correlation I (U) When cast prior to sleep or entering a meditational trance, this spell causes the caster to correlate the facts he knows about one topic of his choice by having a dream about it which allows him to reach a short term conclusion, inference or trend. (I.e., the GM reveals clues that point towards a correct interpretation of the data, the amount of help based on a roll biased by a +25 modifier.) The sleep or trance must last at least 15 minutes before the dream takes place, and the caster will remember it vividly upon awakening.

9. Awaken (US) With this spell the caster may instantly awaken his body to full awareness, eliminating any penalty for disorientation, but it must be triggered by some stimulus (such as the end of a natural sleep cycle, sufficient sensory reception to disturb the sleeper before that point, or a *Trance Alert* warning).

10. Concentrate III (U) As *Concentrate I*, except the bonus is +30 for Pr/SD rolls or +60 for Me//Re rolls.

11. Observation II (IP) As *Observation I*, except with a +50 bias to the roll.

12. Trance Concentration (P) When cast prior to sleep or entering a meditational trance, this spell allows the caster to maintain a subconscious spell concentration (C) on certain types of spells throughout the trance. The type of spells which can be maintained this way are those which only require concentration to support a basically static effect, usually affecting only the caster (such as *Cold Resistance, Resist Poison, Unpresence*, etc.). At the GM's option this spell may also be used to sustain spells which affect things other than the caster (such as *Beacon, Airwall, Water Bubble*, or *Staying*), but none of these can involve the active conscious concentration of the caster (such as keeping a *Phantasm* image in motion). 1 spell/5 levels of the caster may be sustained by *Trance Concentration*, and when the trance or sleep ends the caster may choose one of these spells to continue normal conscious spell concentration on.

13. Trance Correlation II (U) As *Trance Correlation I*, except with a +50 bias to the roll.

14. Lord Observation (IP) As *Observation I*, except that any and all details in even a large situation may be noticed, involving simultaneous concentration on multiple subjects; +100 Perception bonus, which must be divided amongst separate subjects if more than one is concentrated on at one time.

15. Concentrate IV (U) As *Concentrate I*, except the bonus is +40 for Pr/SD rolls or +80 for Me//Re rolls.

16. Mind Tone (U) When this spell is used along with a meditational trance at "frequent" intervals (decided by the GM: 1 hr/day, 3 hrs/week total, etc.) during the casters developmental periods between experience levels, his mind is given enough of a workout that he may ignore any temporary regression results from stat gain rolls made for his Reasoning, Memory, Self-Discipline, and Presence state at each new level (see 15.12 STAT GAIN TABLE, *ChL/CpL*). In addition, the mental flexing this spell puts the caster's mind through during this time allows him to make a free additional stat gain roll at each new level for the noted mental stats.

17. Trance Correlation III (U) As *Trance Correlation*, except with a +75 bias to the roll.

18. Subconscious Concentration (P) As *Trance Concentration*, except that the caster maintains spell concentration on up to 1 spell/5 levels without having to enter a trance. If any of the spells so maintained are of the type that affects things other than the caster (such as *Waterwall*), he must still remain within the normal spell range of each. Otherwise, the caster is free to act as if he was not involved in spell concentration at all: he has no movement penalty, may cast and normally concentrate on other spells, and being struck will not disrupt any of his *Subconscious* concentrations. Each round, the caster may shift one of his *Subconscious* concentrations to his conscious control (incurring normal spell concentration penalties) in order to manipulate it actively (such as actually moving something via *Telekinesis* instead of just using *Subconscious Concentration* to maintain the spell and hold it in place).

19. Concentrate V (U) As *Concentrate I*, except the bonus is +50 for Pr/SD rolls or +100 for Me//Re rolls.

20. Observation True (IP) As *Lord Observation*, except +100 Perception bonus applies to all subjects concentrated on.

25. Trance Correlation True (U) As *Trance Correlation I*, except with a +95 bias to the roll.

30. Mind Unchaining (DS) Clears the caster's mind, suspending any accumulated drug or sleep deprivation penalties to mental functioning and preventing any new ones from affecting him for the duration. All previous penalties return when the spell ends, and must be eliminated by natural rest before this spell may be used again.

50. Recentering (US) Realigns the caster's mental pathways to peak efficiency. All unnatural blockages are swept away (such as normal mental diseases, those imposed by Evil Mentalism Lists or other memory-blockage spells). For a short time after casting this spell (until the next time the caster sleeps), the caster's memory becomes crystal-clear and highly detailed back to even his early childhood, and his mental processing runs flawlessly (all Memory and Reasoning rolls during this time will have their difficulty categories reduced by four categories--e.g., from Sheer Folly to Medium). This spell does not heal organic damage to the brain, but it can restore the mind to normal functioning and capacity after the organ is made whole again. In addition, each time this spell is cast the caster will be able to roll once on the STAT GAIN TABLE (15.12) for each of his mental oriented stats (Memory, Reasoning, Presence, and Self-Discipline), ignoring any "temporary regression" results.

Mind Touch (Mentalist Base List)

	Area of Effect	Duration	Range
1) Area Empathy *	50' r	1 rd/lv(c)	self
2) Mind Tongue *	1 target	c	100'
3) Emotion Touch *	1 target	c	50'/lv
4) Area Emote *	50' r	c	self
5) Mind Touch *	1 target	c	touch
6) Ready Touch *	1 target	c	100'
7) Mind Touch *	1 target	c	100'
8) Mind Speech *	10'r	c	self
9) Mindfax I	v	v	self
10) Ready Touch *	1 target	c	100'/lv
11) Mindfax II	v	v	self
12) Mass Touch *	20'r	c	self
13) Mind Touch *	50'r	c	100'/lv
14) Ready Touch *	1 target	c	1000'/lv
15) Mindfax III	v	v	self
16) Mass Touch *	50'r	c	self
17) Touch Link *	20'r	c	self
18) Ready Touch *	1 target	c	1 mi/lv
19) Mindfax IV	v	v	self
20) Long Mass Touch *	50'r	c	1000'/lv
25) Ready Touch *	1 target	c	5 mi/lv
30) Long Mass Touch *	50'r	c	1 mi/lv
35) Ready Touch *	1 target	c	10 mi/lv
40) Long Mass Touch *	50'r	c	5 mi/lv
45) Ready Touch True *	1 target	c	-
50) Touch Mastery	v	1 min/lv(c)	v

1. Area Empathy (I) Caster gets the basic feelings of all minds within radius, and can concentrate on one mind per round to get a more detailed scan.
2. Mind Tongue (P) Caster can broadcast his thoughts to any one thinking being, but receives no mental reply through this spell.
3. Emotion Touch (P) Allows caster and target to interchange emotions, and if receiving mental support from the other (positive emotions) a being gets a +20 modifier to any skill roll involving Presence or Self-Discipline as long as in contact.
4. Area Emote (P) As *Emotion Touch*, except caster can broadcast his emotions to chosen minds within radius and receive any emotions from those he has Touched if they are specifically directed at him.
5. Mind Touch (P) Allows caster and target to interchange thoughts as well as emotions.
6. Ready Touch (P) As *Mind Touch*, except caster and target must have Touched before.
7. Mind Touch (P) As above, except 100' range.
8. Mind Speech (P) Caster can broadcast his thoughts to minds of all within radius but receives no mental reply through this spell.
9. Mindfax I (P) This spell may be cast simultaneously with any other spell that allows mind-merging (*Mind Touch, Mass Touch, Mind Merge*, etc.) or may be cast anytime later within the duration of such a spell, and it lasts for the duration of the spell it is cast upon. It allows the caster to send mental images along a mind-link to those he is in contact with, in addition to thoughts and emotions. The images sent can only come from sensory data that the caster is currently receiving, but this includes such things as sharing visions gained from the use of scrying/sight spells (*Past Visions, Future Visions, Sense Through Others, True Sight*, etc.) as well as the caster's normal visual senses. *Mindfax I* only allows the transmission of one fixed visual image at a time, each image lasting at least one round, after which the caster can continue sending the still-frame picture or a new one can be photographed from his current sensory data each round. (So any moving-action visions sent via *Mindfax I* will be at best a series of freeze-frames at ten second intervals.) When contacted by a mind-merge spell that has a *Mindfax* component, a target must actively open himself to that part of the communication by closing his eyes and concentrating; when receiving a *Mindfaxed* vision, a target's normal visual sense is negated. A target may instantly cancel the *Mindfax* portion of a mind-merge at any time, reengaging his normal senses, by ceasing concentration.
10. Ready Touch (P) As above, except 100'/lv range.
11. Mindfax II (P) As *Mindfax I*, except that the caster can transmit a continuous series of images as he receives them, allowing the real-time broadcast of the caster's visual sense to all targets merged with.
12. Mass Touch (P) As *Mind Touch*, except affects all chosen targets within radius; caster can broadcast his thoughts and/or emotions to all targets at once, but he can only get an intelligible return Touch from one mind at a time.
13. Mind Touch (P) As above, except 100'/lvl range.
14. Ready Touch (P) As above, except 1000'/lvl range.
15. Mindfax III (P) As *Mindfax II*, except *all* of the caster's sensory data can be sent along a mind-merge (although the caster can choose which of his senses he wishes to broadcast). As usual, a target's personal sensory data will be negated while he is experiencing a corresponding *Mindfaxed* sense. (I.e., total acceptance of a full *Mindfax* signal will leave the target blind, deaf, and with no sensations of taste, smell, or touch from his own body as long as he concentrates on receiving the *Mindfax* channel of the mind-merge.)
16. Mass Touch (P) As above, except 50' radius.
17. Touch Link (P) As *Mass Touch*, except that the caster can also act as a link so that two or more beings within the radius can Mind Touch as long as the caster concentrates to keep the channel open (he can also choose to eavesdrop on any Touch Links that he sets up).
18. Ready Touch (P) As above, except 1 mile/lvl range.
19. Mindfax IV (P) As *Mindfax III*, except that the caster may also transmit mental sensations from his memory or create new ones from his imagination (mental experience-sketching).
20. Long Mass Touch (P) As *Mass Touch*, except caster can project the radius of effect to any point within range, but must first have a mental fix (through *Presence* or *Finding*) on at least one mind there; if the center is locked on a specific mind the radius effect can be mobile and anyone touching the focus being can be affected by the spell without having to be mentally detected by the caster first.
25. Ready Touch (P) As above, except 5 miles/lvl range.
30. Long Mass Touch (P) As above, except 1 mile/lvl range.
35. Ready Touch (P) As above, except 10 miles/lvl range.
40. Long Mass Touch (P) As above, except 5 miles/lvl range.
45. Ready Touch True (P) As *Ready Touch*, except no range limitation.
50. Touch Mastery (P) Caster can use one lower level spell on this list each round.

Spell Concentration (EM or IN or PR)

(Abbr: SpCon or SpC)
Development Point cost:
2/5 for Pure spell users
3/6 for Semi-spell users
8 for Non-spell users
This skill roll is modified by the user's Realm-attunement stat(s), and is considered a *Magical* skill for level bonuses.

Enables a spellcaster to *concentrate* (c) on more than one spell at a time, or make normal maneuvers while maintaining a spell concentration. When concentrating on a spell, the bonus from this skill may be applied to a static action roll to enable the spellcaster to melee, maneuver, or move with no penalty, or to cast another spell (and perhaps concentrate on it) without disrupting the concentration on the first spell. The difficulty of the static action depends on the type of spell(s) that the caster is attempting to maintain, and the conditions under which he is making the attempt. When the spell(s) are basically passive and affect only the caster (such as *Protection*, *Cold Resistance*, *Animal Thoughts*, or *Speech*), and he is only moving at his normal rate, maintaining the concentration will have from a Routine to a Light modifier; maintaining these types of spells under combat, during a complex maneuver, when being struck, or when attempting to cast another spell will be modified by either a Medium, Hard, or Very Hard adjustment to the roll. For every extra spell that the caster attempts to concentrate on after the first, a -10 penalty is applied to each separate concentration check. When the spell(s) are of the type that involve another creature or object in a passive way (such as *Presence*, *Detect Invisible*, *Finding*, or *Animal Sight*), the difficulty modifier is raised by one degree under the above conditions (i.e., from Hard to Very Hard); when they involve another directly or as an attack (such as with *Hold Kind*, *Telekinesis*, or *Phantasm*), the difficulty is raised by two degrees or more. The frequency at which static action rolls must be made for each spell concentration depends on the type of spell and conditions as well. Moving at one's normal movement rate while concentrating on *Hide Tracks* may only require a concentration check once every few hours (or such an action may be considered automatically successful). Maintaining something like a *Misfeel* spell plus a *Nightsight* and/or *Mind Merge* might require hourly checks. Trying to maintain an attack spell such as *Blur Vision* while meleeing, or attempting to cast an attack spell while concentrating on a personal defensive spell should require concentration checks every round of the attempt. All spell concentrations are automatically ended whenever the caster sleeps, or is rendered unconscious. (Optionally, a spellcaster may be able to maintain a personal spell while asleep if he makes a Sheer Folly or Absurd static action roll after achieving a successful Meditational trance.) At the GM's option, the exceptionally intense concentration involved in the use of this skill may require the expenditure of exhaustion points, at rates from that comparable to melee (1 every 2 rounds) to lesser ones (around 1 every hour).

Scrying (IN/PR)

(Static Action) (Magical Skill)—Bonus for using scrying devices and methods, such as crystal balls, mirrors, magic pools, etc. or spells duplicating their effects. GMs may require an additional skill check if the target moves more than 10', or if he moves suddenly or in an unpredictable fashion. If the target moves via *Teleport*, *Long Door*, or similarly changes location, he is immediately lost from view. ***Cost: As Divinations.***

Scrying

-26 Down BLUNDER: Spectacular failure. Not only does the target instantly know he is being scryed on, you manage to convey to him who and where you are. Dizziness washes over you as you crumple slowly to the floor, disoriented, and at -50 for 24 hours as you regain your bearings. Any other scrying attempts for one week automatically fail.
-25—04 ABSOLUTE FAILURE: Oops. You have not only not found your target, your incompetence in controlling your psyche during the attempt has given you a splitting headache and a -25 penalty for 24 hours. Any further scrying attempts today are doomed.
05—75 FAILURE: You are unable to locate or track your target, and are badly confused by the appearance of other presences.
76—90 PARTIAL SUCCESS: At least you found him. You can see the target, but you will lose him in 1-3 rounds unless you make a successful roll at -30. All perception rolls during this attempt are at -30 as well.
91-110 NEAR SUCCESS: You have a good lock on your target, and can make normal perception rolls for 1-5 rounds before you must try again with a +20 bonus to maintain the image.
111-175 SUCCESS: You have pinpointed the target, and may follow him for 1-3 hours with +10 bonuses to all rolls required to maintain the image.
176 up ABSOLUTE SUCCESS: He's nailed. You will not lose the image for 1-10 hours (unless he teleports) and all future attempts to scry on this target may be made with a +25 bonus.

Special Mods

	How Well Known	Distance
Routine .....+30	Family	≤300'
Easy .....+20	Known Intimately	≤1500'
Light .....+10	Known Well	≤1 mile
Medium .....+0	Known Slightly	≤5 miles
Hard .....-10	Passing Acquaintance	≤30 miles
Very Hard .....-20	Good Description Only	≤100 miles
Extremely Hard ..-30	Poor Description Only	≤1000 miles
Sheer Folly .....-50	Identity Unknown	≤5000 miles
Absurd .....-70	Complete Blank	≤10000 miles

Research (RE/IN) (Static Action) (Academic Skill)

Bonus for locating and correlating information concerning a specific topic, question, or point of research. Use of this skill assumes the character has access to the proper and relevant research and study materials. The GM may also wish to make this skill required to research new spells and magical material. ***Cost: As Philosophy/ Religious.***

Research

-26 Down BLUNDER: Not only are you continually distracted with other, irrelevant lines of thought, all conclusions drawn from this line of research are completely erroneous. (Absurd (-70) perception roll required to notice; otherwise you continue in blissful ignorance). The topic researched will be a complete disaster. Your colleagues will laugh heartily. 1-10 of the skill ranks you bought in this subject (if applicable) must be repurchased at x2 cost to recover your lost ground.
-25—04 ABSOLUTE FAILURE: Your memory blanks out. All relevant knowledge you have gained on the subject is temporarily lost. Any static maneuver attempted in the next 30 minutes will fail. You feel stupid.
05—75 FAILURE: Currently the subject matter still evades you. You may be missing some needed material.
76—90 PARTIAL SUCCESS: You gain partial insight into the subject. You are aware that you are missing some important concepts. Try again tomorrow.
91-110 NEAR SUCCESS: Things are starting to come clear. You have gained considerable grasp on the basic concepts, and tomorrow's research will be with a +10 bonus.
111-175 SUCCESS: You understand the topic and all pertinent information relating to it. Hard work pays off.
176 up ABSOLUTE SUCCESS: Eureka! With a brilliant flash of insight, you leap past much unnecessary and redundant information to the heart of the subject. You have full insight into your research topic, and it will be completed in 1/2 the time you allotted to it.

Special Mods:

Varies due to situation:
+30 to -70 for calm and sedate surroundings
+50 to -70 for proper research materials
+30 to -70 for initial grasp of/training in subject studied

Power Manipulation (Realm of Power/Magical/Special)

2/3 - Pure spell users
4/7 - Hybrid spell users
10 - Semi-spell users
20 - Non-spell users

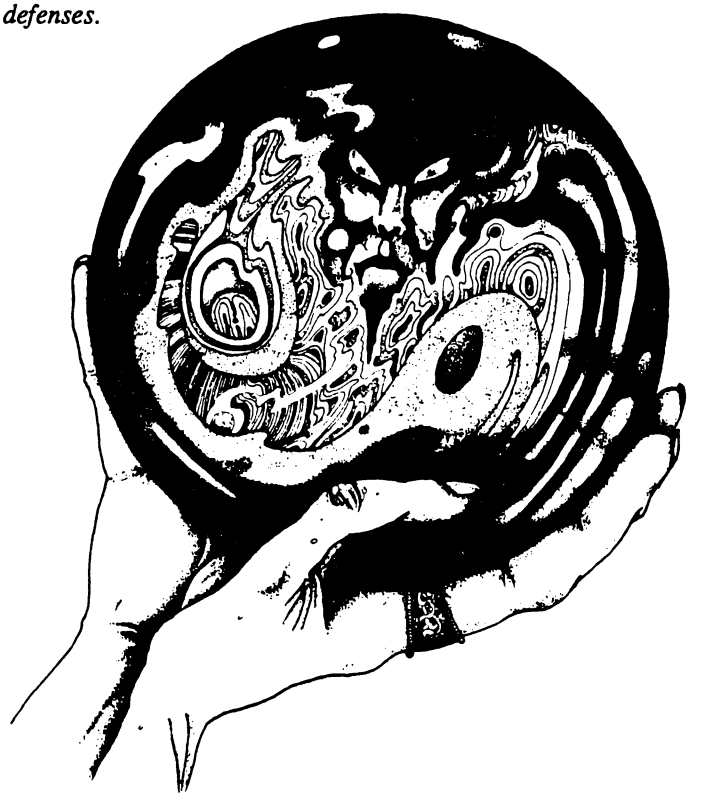
Allows caster to increase the resistance roll modifier of a target while using base spell attacks. Before casting a base attack spell, the spell user makes a maneuver roll modified by the level of the spell multiplied by five. If he succeeds, the target's RR is modified by an additional penalty equal to the number of ranks the caster has developed with this skill. If the caster fails his maneuver roll, his chance for spell failure is increased by the number of ranks he has developed in this skill. The maneuver roll is attempted in the last round of preparation.

Find Weakness (Re/In/Magical/Special)

1/3 - Pure spell users
3/5 - Hybrid spell users
7 - Semi-spell users
10 - Non-spell users

This skill is only applicable to directed spell attacks and must be developed separately for each. Before casting a directed spell, the spell user makes a maneuver roll. If he succeeds, any applicable defense the target may have is reduced by a percentage equal to the ranks the caster has developed in this skill. A maneuver roll must be attempted with each attack

Example - The great mage E' ess Eff prepares a Lightning Bolt to be cast at the Stone Golem. E' ess Eff knows that Stone Golem has very good defenses versus electrical attacks (75), so he decides to Find Weakness against his defenses. E' ess Eff has developed 21 ranks in Find Weakness for Lightning Bolt. He makes his maneuver roll and thus is able to subtract 16 (21% of 75) from Stone Golem's defenses.



The Anturiaeth Nodeguide

A Campaign Setting for Rolemaster

The Good Guys

Part Two

'It's confirmed, Linnear. He's a vampire. One of the city councilmen talked, and confessed to hiding the fact. Said he was afraid he'd wind up like the others.'

Linnear sighed. 'Any other good news?'

'Yeah. Two of the guys traced the connection that Shadow's informers in Graven got us. He's got some high-powered connections, all right. Remember that lich called Darseli that Belfalas and Perin's team took out last year? The ring he's wearing matches the description of the one Darseli wore. Not only that, rumor has it that he has one of the old Heirarch's staves, the red marble one.'

'Damn. If we pass this one on to the Brotherhood, they'll go armying right through the middle of Graven, and even if they do manage to do it without tipping him off, he'll probably take some of the office personnel hostage.'

'I think I can probably take him down. Just me, maybe one other guy to spot for me. I think he's still cocky enough that he's not watching his back too closely. We still have that undead-slaying knife in the armory.'

'Okay. Do it quietly. This is going to be tight enough without our having to explain how we just assassinated the Lord Mayor of Graven. Just to be on the safe side, I think I'd better get word to the Regency in case we do have to go in force. If he does have connections to the church, that makes it a matter for the Regency to dictate policy.'

'And the Mayor of Graven being undead doesn't?'

Linnear almost smiled. 'Not if we don't tell them about it first. And see to it that the councilman that knew takes an extended vacation when he comes up for reelection.'

The Citadel

When Rhyfelwr threw open the gates of the Citadel in the spring of 5790, its empty courtyard had the feel of a house with all the children gone. In 6545, the Citadel is one of the most active, lively places on Cysegr. It is an unusual organization, a fighting order which holds unheard of rights and privileges granted it by the Regency.

The Citadel is an almost completely unstructured organization. Its active members have never exceeded five hundred, and only the Commander and his hand-picked Lieutenants hold any rank or title. The remainder of the membership receive their instructions directly from the Commander, and are usually assigned to remain at the Citadel and teach, or go on specific "troubleshooting" or intelligence-gathering missions assigned by him.

The Citadel holds law unto itself--its members cannot be tried in any civil or military court for any reason whatsoever. They dispense justice on their own members if needed, and it is invariably more severe than that handed down by civil courts. In return for assisting in the training of the King's own security and intelligence forces and carrying out various assignments at the request of the Regency, the Citadel is exempt from all taxes, and has the right to declare martial law across the entire western seaboard of Cysegr at their own discretion, *without prior approval of the Regency.*

This circumstance came about during the aftermath of the Great War. High King Rigell Whitestair expressed the gratitude of an entire nation for the example set by Rhyfelwr's reopening of the Citadel and providing the inspiration that allowed the triumphs of the war by granting the Citadel their autonomous status. He was faced with the fact that Rhyfelwr's sacrifice at Ironwall made him a legend on Cysegr (here was even talk of elevating him to sainthood, which was subsequently squashed by Silverlock and the executors of Rhyfelwr's estate). The people demanded some display in his behalf, so Whitestair granted his favors to the Citadel in Rhyfelwr's honor, thus increasing the Citadel's loyalty to the Regency, and satisfying the Regency's unfortunate obligation to recognize the popular military heroes of the continent.

The Citadel is an order based on the principles of personal and military honor. Its members often prefer to work in stealth and secrecy in hopes of minimizing risk to their own personnel or the lives of innocent bystanders. Although the Citadel employs assassination tactics from time to time, their oath strictly prohibits needless killing. They prefer to leave the straightforward battlefield operations to the Brotherhood of Gwarden and the High Guard, to concentrate their efforts on the elimination of the Heirarchy of the Church of Faulnis, and in maintaining the most extensive intelligence network on the continent. These policies have generated a good amount of animosity toward the Citadel on the part of the Brotherhood, but while the Brotherhood tactics are (by their standards) unsubtle and crude, the Citadel prefers simply to go its separate way, and holds a great (albeit grudging) respect for any order that can field over a thousand belted knights.

Whereas the Citadel only has about five hundred active members, there are three times that many retired members (referred to as on 'reserve status') residing in various places on Cysegr. Many of them hold positions of influence or title, and most return to the Citadel from time to time to teach, or maintain the operations of the Citadel intelligence forces. The members (65% of the Citadel is composed of fighters, rogues, and various martial arts savants; the rest is about evenly divided between warrior mages, nightblades, and rangers) are trained in both straight fighting and clandestine operations, and are expected to complete their assignments by any means possible.

Public opinion of the Citadel is high, and its members are usually considered welcome guests across the land (with the exception of a few of the taverns north of the Citadel that some of the boys frequent--they're something of a rowdy lot). It is the most altruistic of organizations: its members receive neither pay nor stipend, other than the right to draw weapons and equipment from the Citadel armory if needed. There is a great deal of prestige in claiming Citadel membership, for the tests required for entrance (although no details are known to the public) are reported to be difficult and taxing, requiring a good dose of

general common sense as well as expertise in one's chosen profession. The two parallel scars worn on the left cheek proclaim the wearer to be someone to be reckoned with. Membership is open to both men and women, and although almost 60% of the Citadel belong to the martial race known as Blood Elves, members come from all races and strata of society. Practically the only thing the Citadel provides its membership besides honor (and the spoils gained from adventuring, both on assignment and off, although rampant looting is strictly forbidden) is the right to quietly and secretly die in the dark of night, on some operation that takes the loyal brother far from the sight of home and family.

But the membership considers the right to call themselves and each other *brothers* an unsurpassed honor. Most will fiercely defend the organization, even to the point of personal combat if pressed. These feelings are most strongly held by the Blood Elves, who revere Rhyfelwr as the epitome of all that a warrior should be, and strive to follow his examples of leadership, skill, and diplomacy.

Those wishing to apply for membership must present themselves for three days of testing, the successful completion of which insures them of all the rights, risks, and privileges (few though they are) which come with the scars. The front gates are open year round, and never close except in the unlikely event of the Citadel itself coming under direct assault, in memoriam of Rhyfelwr's entry and the day the Citadel became an Autonomous body, bringing glory to his legion and honor to so many of his followers.

(David Michael) Linnear
Commander of the Citadel

Age: 38. **Eyes:** Black. **Hair:** Black. **Build:** Wiry. **Height:** 6' 3". **Race/Sex:** High man/M. **Skin:** Fair. **Demeanor:** Cold, unemotional. **True Attitude:** Farsighted, fraternal. **Home:** Citadel.

Linnear is not native to Cysegr, but traveled there eleven years ago from the eastern continent of Medelwyr to seek out the Citadel at the advice of his sensei, a legendary warrior monk known as Oriadur. Linnear's original clan was wiped out to the last man in local Yakuza war, and he spent the next seven years studying under Oridaur at a legendary ninja *ryu* known as *Tensin Shitori*, the place of spirits. Upon completing his training, which included the study of various semi-mystical eastern disciplines and concentration techniques, he sought out the *Oyabun* who ordered the death of his clan, and infiltrated his organization for over two years, eventually facilitating their downfall and the *Oyabun's* death

Linnear did not introduce the arts of *Ninjutsu* on Cysegr, but he is the first to practice the disciplines openly. He arrived at the Citadel early in the morning and announced that he was here to challenge the current commander, Stilgaar, for his rights of leadership. Stilgaar was a large, humorous man, and patiently informed Linnear that he had no right to challenge without being a member. After Linnear passed the required tests and was judged worthy of brotherhood, he once again challenged Stilgaar, this time in front of most of the membership. Stilgaar had no choice but to acquiesce, and their personal combat and subsequent friendship has become one of the Citadel's modern legends.

Linnear has become a patient, thoughtful man, who has come to consider all members his brothers, and has a deep respect and fondness for Stilgaar and Brinn, his two lieutenants. He has found a fundamental peace in the Citadel, and is rather popular with (although somewhat feared by) his Citadel brothers. He has organized a small, secret ninja clan inside the Citadel for the benefit of those who share in what he refers to as the 'nightside' arts.

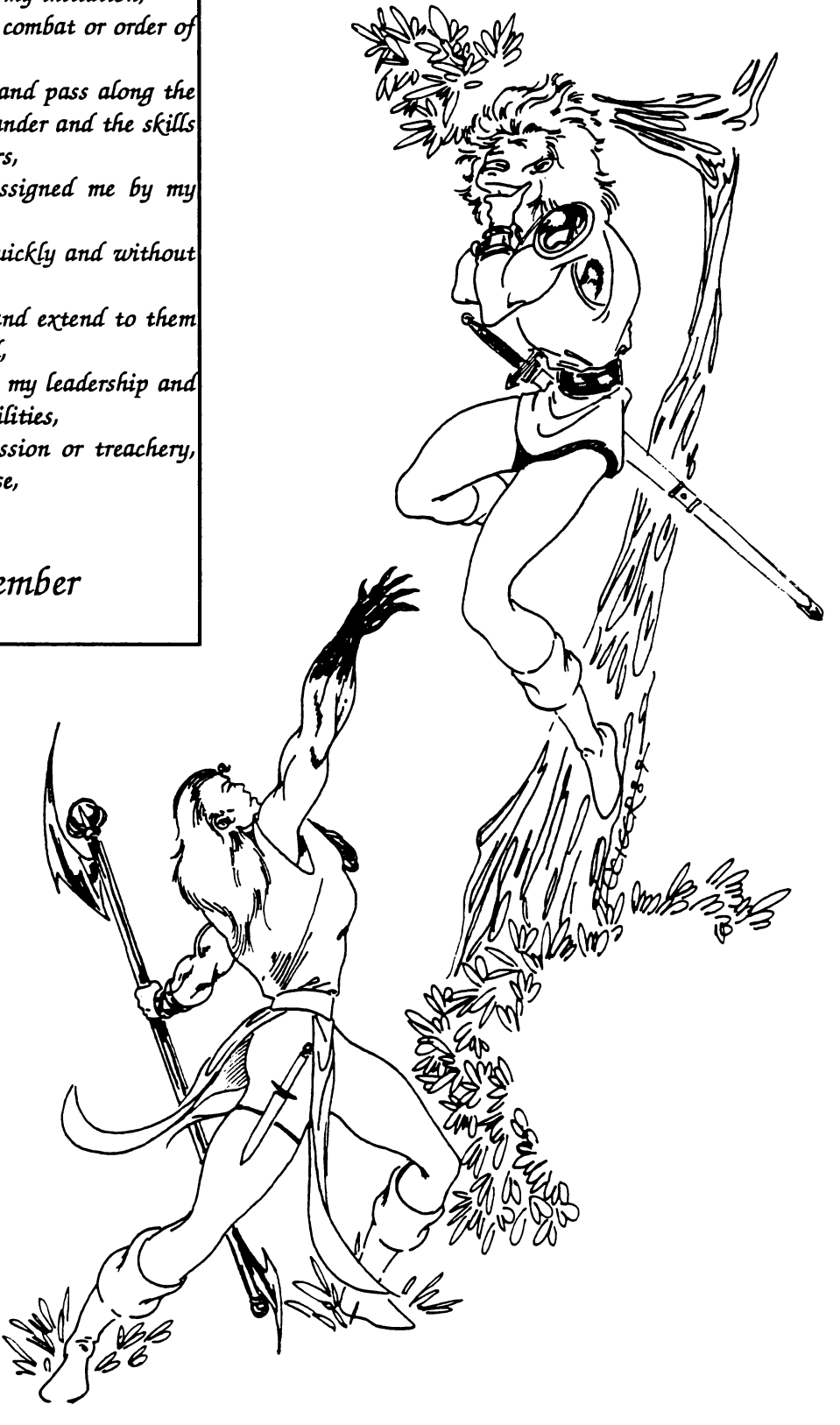
Hits: 180. **Melee:** 162Th(no-dachi). **Missile:** 136MaSt. **AT(DB):** 20 (222) **Sh:** N. **GR:** N. **MovM:** 40. **Lvl:** 35. **Profession:** Burglar (Ninja). **Stats:** St-99; Qu-105; Em-80; In-99; Pr-97; Ag-103; Co-90; Me-81; Re-92; Sd-106. **AP:** 92.
Spells: None. **Armor:** Ultrablack shinobi shozuko, the traditional ninja outfit, provides at/20(50), and adds +75 to Hiding.
No-dachi: Iss-chi, a +40 Ithilnaur *Holy* two-handed katana. Iss-chi does double damage and inflicts an equal severity cold critical, as well as providing her wielder complete protection from both normal and magical cold. She travels in an extra-dimensional pocket (formed by the 40th level magus spirit rune known as *Air Sheath*, and can be summoned by her wielder at will (10% action). Iss-chi has a chance to cut armor equal to her wielder's skill ranks (not bonus) in sword, and can strike at any target in visual range with her wielder's full OB and no range subtractions.
Earring: Wearer instantly translates any language, and provides 70% protection vs. head/neck criticals.
Gloves: +50 bonus all martial arts attacks, 50% to avoid hand/forearm criticals. Wearer can use martial arts weapon kata with no penalty.
Belt: Mithril chain weave, wearer halves all rounds of stun, and wearer gains free access to Nightblade Base lists *Distractions* and *Phantom Movements* to level.
The Knife of Takerian: The legacy of all former commanders, this peculiar kynac was originally the property of Rhyfelwr. Its mithril hilt and blade of polished fire opal is the keystone of many Citadel operations. It has no bonus to strike or damage, but this knife has cut the two three-inch parallel scars that run diagonally across the left cheek from ear to chin of all initiates in the Citadel since Rhyfelwr's day. The scars trickle blood slowly for the entire first year of membership before completely closing. The scars cannot be healed either by magic or herbs, but simply require the full year to completely close. The holder of the knife can communicate mentally with any or all of the wearers of the scars at will. Tradition says that if the knife is ever actually used in combat it will break, and the bond of the scars will be negated, bringing both dishonor and eventual dissipation to the Citadel.

The Binding

This oath, sworn by all intitates at the successful completion of their testing, has remained unchanged since Rhyfelwr's time.

I do swear and avow by the breath of my soul, and the blood in my heart and on my hands:
To heed the call to service of the land,
To remain true to the lessons taught by my initiation,
To hold allegiance to no other school of combat or order of knighthood,
To return to the Citadel when possible and pass along the knowledge I have acquired to my commander and the skills and wisdom I have gained to my brothers,
To defend fully any task or charge assigned me by my commander,
To kill only when essential, and then quickly and without hesitation,
To succor and aid any of my brothers and extend to them all rights of hospitality at my command,
To defend unto death those who follow my leadership and have placed their trust in me and my abilities,
To hold the Citadel against any aggression or treachery, and insure that its gates never again close,
To remember the scars.

Ni Cofio: We Remember



Subconscious?

Have you ever looked closely at the definition of the spell classification subconscious in *Spell Law* or the *Players Book* of *Space Master?* Go ahead and do it right now, I'll wait. Find anything interesting? No? Well, you should have. Look at the definition.

S - Subconscious spell; a spell that is triggered by the subconscious; the caster must (normally) be concentratinng or in a trance or unconscious or stunned before tthe spell will work. Some do not require the conscious casting of the caster.

It is important to define the term subconscious. Generally, it is a level of consciousness below the normal conscious. In effect, it's that part of the psyche that handles almost everything we take for granted, intuition, dreams, etc.. It handles all the information that the conscious mind is unaware. When you sleep, the unconscious takes over; the boss has left the office, so to speak.

Look at the first part of the spell classification's definition.

Subconscious spell; a spell that is triggered by the subconscious.

Note the word 'triggered'. It does not say 'cast by the subconscious'. The term 'triggered' means, to me, that the subconscious is putting into affect a spell that has already been cast or prepared. I am saying that a subconscious spell needs to be cast prior to its use, and then it will remain set until the appropriate circumstances occur which will cause the subconscious to trigger it (like being stunned).

Let's say that the use of the word 'triggered' was an unfortunate choice of term. Let's say that the subconscious actually casts spells. Let's go back to the definition.

Caster must (normally) concentrate, be in a trance, stunned, or unconscious before the spell will work.

I feel that if a caster concentrates or puts himself into a trance, he is making a conscious effort to cast a 'subconscious' spell. Ahh, a contradiction. But not a strong contradiction. The caster might need to be unconscious or in a trance in order for the spell to trigger...provided it was previously cast.

Some do not require conscious casting by the caster.

This says, without a doubt, that some 'subconscious' spells do require a conscious effort by the caster. Confusion should be setting in...it did with me.

Note that some subconscious spells are instantaneous and others are not (Healer Base Lists). Those that are not instantaneous could be Class III spells. That's right. This would mean, if the subconscious is actually casting spells, that it would take at least three rounds to get the spell off. Imagine what would happen to you if your subconscious went dormant for 30 seconds trying to cast a spell. And, if this was happening, could you (your conscious self) also cast a spell? The rules say no. Wouldn't it make more sense that the caster should have prepared these spells before hand and allowed his subconscious to trigger them later when the appropriate circumstances occurred? Otherwise, why make a difference between a normal subconscious spell and a instantaneous subconscious spell? If the subconscious is doing the casting, then they should be classified as something else. A subconscious spell should simply be classified as 'subconscious', not Class I - III, or instantaneous.

An important concept of subconscious spells being able to cast themselves is that in effect, it gives the caster innate magical abilities. If he never has to actively cast a subconscious spell, then he is gaining innate spell powers. All that he has to do is make sure that he has enough power for them to work...or does he? If I were a spell caster, it would frighten me to know that I had learned abilities that could take my spell points away without my consent. I might decide to keep a certain wound, or so many rounds of stun so that I could keep my last precious power points for the upcoming finalé. But if I have subconscious spells running around, they'll take them without asking, and leave me high and dry.

A Healer using *Transferring Ways* is a good example:

Note that all Healer Base lists (except this one) are subconscious, and the Healer's body will automatically expend points to heal his wounds as long as he is still alive. if the Healer has insufficient power points to heal his wounds, he slips into a coma and regenerates his full PPs every eight hours until all his wounds are healed.

A new definition of a subconscious spell could be derived from this paragraph.

S - Subconscious spell; a spell which is automatically triggered by the subconscious, expending all power points necessary to the point of causing a coma to regenerate the PPs required to finish the effect(s) without the conscious control of the caster.

If this definition is unique to the Healer using *Tranferring Ways*, then my question has not been answered. If it is an accurate definition, then I don't want these spells swimming around in my subconscious.

Imagine this scenario. A spell user of channeling has learned the Open List *Concussion's Ways*. It has two interesting instantaneous subconscious spells; 5) Stun Relief (T) s* and 17) Stun Relief (100') s*. Let's assume that these spells are triggered by the caster's subconscious whenever, in the case of the fifth level spell, the caster touches a being who is stunned. The seventeenth level version has a range of 100'. The caster's subconscious would trigger this spell whenever someone was stunned and within 100' of the caster. This would mean that anybody who was stunned and within range (100') would receive the benefits of this spell. The caster's comrades would become quite upset if this spell kept coming to the rescue of their enemies. All the caster could do is shrug. Now make the situation a little worse. The caster only has eight power points left and someone gets stunned within 100' of him. Suddenly, he would collapse into a coma, until eight hours later after he regenerated his full PP.

Imagine another scenario. A Bard has learned the Open Mentalism List *Damage Resistance* to tenth level. There are a number of instantaneous subconscious spells on this list.

Damage Resistance
1) Heat Resistance c*
2) Cold Resistance c*
3)
4)
5) Unpain 25% s*

6) Stun Relief I s*
7) Resist Poison c s*
8)
9)
10) Unpain (50%) s*

The Bard is entertaining a large group of rowdy drinkers with some rather lewd songs. A big drunken, off-duty guard takes offense to some of the lyrics. Now the Bard has been using many of his special magicks to keep the crowd under control, but this one has broken loose and proceeds to throw a chair at the Bard, knocking him senseless. The subconscious of the Bard detects the situation and responds by expending six power points, thus getting the Bard back into action. This has given the drunk enough time to get up on stage and hit the poor Bard again. This hit stuns him again and removes all of his concussion hits. Luckily his subconscious is still on the job and casts Stun Relief I s* and Unpain (50%) s* for a total of sixteen more power points. The Drunk attempts to hit him again but trips and drops to the stage floor with a resounding thud. The Bard scrambles to his feet and attempts to cast Great Song (50'r). Unfortunately, his subconscious has been busy using his power points and he cannot cast the spell. A patron has managed to sneak up behind the Bard and knock him over the head with a bottle. The subconscious comes to the rescue again, but this time throws the Bard into a coma because there is not enough power points to cast the spell.

Now the two examples above utilize the definition derived from the Healer example. Normally the only effect on a caster who uses all of his PPs is that he cannot cast any more spells. However, if a GM is using the optional spell exhaustion rules from Rolemaster Companion II, section 3.1, the subconscious' uncontrolled expenditure of power points could quickly tire the caster beyond safe limits.

Staying with the Open Mentalism List *Damage Resistance*, the 14th and 30th level *Awake* spells suggest my point.

14) Awake (S*) D:- R:S Will awaken the caster from sleep the round after casting.
17) Awaken True (S*) As *Awake*, except there is no delay and it can be set to be triggered by any activity (e.g., attack, danger, etc.).

The definition of *Awake* is ambiguous. It would appear that the subconscious can cast it whenever it feels like it. No parameters are given for the trigger. *Awaken True* suggests that its trigger can be set in advance, i.e., upon casting. The caster would consciously prepare the spell, in advance, to wake him whenever a specific event ocurred (e.g. attack, danger, etc.). This is truly a subconscious spell. The same can be said for *Unpain* and Stun Relief. They should be cast in advance of their intended use, so that whenever the caster is stunned or his concussion hits are removed, they will subconsciously trigger.

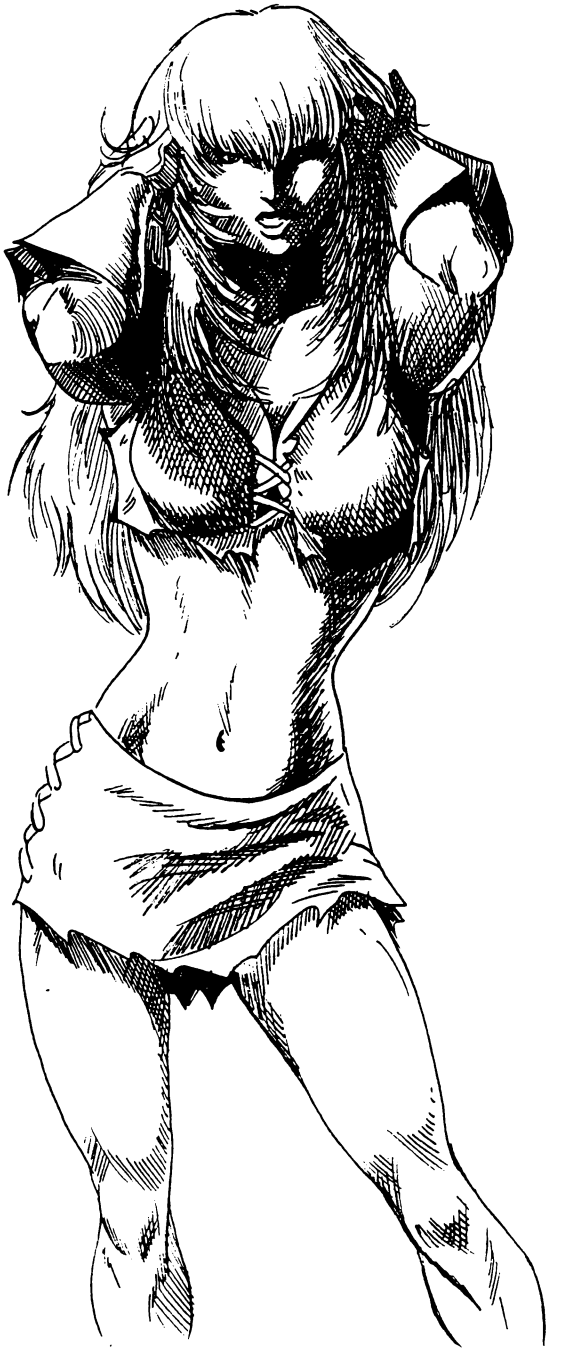
From the Open Mentalism List *Self Healing:*

2 - Clot I (HS*) D: P(C) R: S Clots wound to reduce hits/rnd by 1, permanent after one hour; if caster is unconscious this spell will operate without concentration.

This spell makes sense if it was prepared in advance. Using the original definition, The spell would trigger when the caster began concentrating upon a wound(s), then he would have the option of concentrating and maintaining it or letting it die. If he was knocked unconscious, his subconscious would trigger the spell upon detecting a wound and keep it going of its own accord. If the spell had not been prepared in advance, then it would activate without concentration and if the caster was awake, it would die out. It would be difficult for a caster to quickly begin concentrating on an instantaneous spell that suddenly activated and he was not expecting, especially if he was busy with another activity.

The current definition, in Spell Law, would have been fine had it not been for a few spells that did not stick to the parameters. Even so, each subconscious spell should make a note as to whether it is supposed to be cast in advance (as *Awake*) or that it does not require conscious effort (as Unpain or Unstun). I propose a new definition for subconscious spells:

S - Subconscious spell; a spell that is cast for the sole purpose of later being triggered by the subconscious. The caster must (normally) concentrate, enter a trance, be unconscious, or stunned before the spell will work.



Snap, Crackle, & Pop

at Bommer's

How ya doin there, chummer, what can I get ya? Need some ammo? Oh, Snark sent ya, and you're looking for some extra fire power that's not too obvious. Well... I got something right here, that could be what you're looking for. No, they're not buttons or throwing disks, but you got the right idea. They're called microgrenades. These capsule shaped ones here are called snap crackle & pops. All you gotta do is snap one between thumb and forefinger to arm, crack it against a hard surface, and they go pop.

They're Mark zero grenades that only weigh 20 grams. Instead of a half kilo Mark five grenade, you can carry over twenty five of these. What more, try to sneak a Mark five grenade past a custom official or LEO (Law Enforcement Officer). You won't get as big a bang, but you sure can do more with these. See this string of five grenades? They're called caltrop grenades. If you bite the string and pull, you'll have five armed contact micro-concussion grenades with a three second Delay Action Proximity (DAP). Throw these down a corridor, and three seconds later the next person to step near one will get a big surprise. Hey, need to use the same corridor later, this one here will explode on DAP, on remote signal, and can even be disarmed by remote. If that's too rich for ya, I got some low tech cheapies here, they don't cost near as much, but they gotta get stepped on before they'll go off.

How deadly are they? Well they sure can kill ya just like a regular grenade, but aren't nearly as powerful or cover the same area. They're really best at causing mass confusion, and keeping the other guy off balance. I mean he don't know that there just microgrenades. They're also great for sabotage. Hide this little incendiary baby here on top of a console and ten minutes later it burns a hole clean through it .

I also got regular grenades I can show ya. These disk shape ones are aerodynamic and can be thrown almost half again as far as a normal grenade. This one here, is a smart grenade. It can be set for any form of arming or detonation, including Delayed Action Remote (DAR). Check this baby out. It's a Sonic Screamer, and a real favorite with the LEOs cause they're more controllable than aerosol grenades. This microgrenade is nearly invisible to scanners. It consists of two inert compounds that until mixed aren't explosive and so don't register. Even the arming and fuse mechanism is chemical in nature, so there's no power source or electronics to be picked up. See this one here? It's a Mark five minigrenade and only a fifth the size of a regular Mark five grenade.

I got GP, concussion, incendiary, smoke, stun, flash, tear aerosol, vomit, sleep, para, and glitter. I got delayed arming and undetectable grenades. I got fuse, contact, timed, DAP, DAR, and smart grenades. I even got them all in full, mini, and micro size. What ya want, how many, and will this be cash or elmonit card?

Additional Aerosol grenade types:

Aerosol (A) grenades are used to deliver a variety of gases. Most of these are resisted using the CO stat as the modifier. The targets must resist each round they are in the area of the effect. Most grenades will only affect ground zero (first radius) during the first round that they're used and will expand out to the other radii in the second round. Burst Round (BR) duration grenades use a burst effect to fully affect their entire area of effect in a single round, but only last one round.

The standard level of attack is equal to five plus the Mark number of the grenade. Each blast radius out will lower the level of attack by one. The aerosol grenade is treated as a anti-laser aerosol grenade, except that the duration is not as long. Standard duration for the Aerosol grenades are 1 minute for the Point Defence, 5 minutes for the Standard, and 10 minutes for the Enhanced aerosol grenade (i.e. a standard Mark five aerosol grenade is going to cover a twenty meter radius; at ground zero it will be treated as level ten for resistance purposes, at the last radius out it will be treated as level six, and it will last about five minutes).

The aerosol will start losing one level of attack each round after the end of the stated duration (in the above case, after five minutes the aerosol will lose one level of attack each round so that ten rounds after that there will be no trace of the aerosol left). This assumes that the atmosphere is undisturbed. Either rain or strong winds will speed the dispersal of the aerosol. It pays to be careful using aerosols outdoors because a strong wind can blow it right back in your face.

Each grenade will list a variety of effects. This includes minimum effect (what will always happen to any one within the area of effect), base effect (what happens if the aerosol is not resisted against), and a maximum effect (what happens if the resistance roll is failed by more than 25). Some very effective aerosols may have built in minuses to the resistance roll, but can have dangerous side effects.

Nerve Aerosol (NA) grenades are not really included in this article because of their rather deadly nature. Most Nerve Aerosols would be in the nature of resist at -50 or die in a few rounds. Minimum effect would be act at -90, and Maximum effect would be die instantly. The standard Nerve Aerosol would be Skin Absorbed (SA) and With Antidote, or SAWANA. Options include aerosols that wouldn't affect the target till a later time; aerosols that would contaminate the target area and be deadly weeks or years later. Finally, some aerosols would be biological in nature, and infect the target with deadly diseases.

Some Options include Burst Round (BR) and Skin Absorbed (SA) aerosol grenades. Burst Round (BR) grenades will only have a one round effect, but will expand to cover their entire area of effect in the same round, after which there will be no trace effects. Filter masks and goggles will provide complete protection against most aerosol grenades. Skin Absorbed (SA) aerosol grenades can be absorbed through the skin and need sealed environment suits for complete protection. Standard price and weight for aerosol grenade is 16/Mk. and .1k/Mk.. For Skin Absorbed Aerosol (SA) grenades the price is tripled. One Burst Round duration grenades only mass and cost half as much.

Tear Aerosol (TA) grenades also act as smoke grenades in the area of affect and will give a minimum effect of -10 to all OB, maneuver, and perception rolls. The base effect is -25 to OB, maneuver, and perception rolls and, the target must make a second resistance roll using his SD as the modifier. If he fails, he will be forced move out of the gassed area as soon as possible. Otherwise, the target can act normally. If maximum effect is achieved, then the target is at only able to try move out of the area and will be stunned for one round after leaving the area of effect.

Vomit Aerosol (VA) grenades also act as smoke grenades in the area of effect. The base effect is -25 to OB, maneuver, and perception rolls for as long as he is in the area of effect. If affected, the target must make a second resistance roll using his SD modifier or be stunned and unable to parry for as long as he is in the area of effect and for 1d10 rounds afterwards.

Vomit and Tear Aerosol (VTA) grenades combine the effects of both. They cost double. They also act as two levels of attack lower (i.e. a Mark three Vomit and Tear Aerosol grenade would be resisted at ground zero as a level six attack instead of the normal eight).

Sleep (SA) grenades use a clear colorless aerosol. They have have no minimum effect, but base effect is target falls asleep for ten minutes per 5% failure. Maximum effect is that the target falls asleep for 1d10 hours and can not be awakened by normal means. There are a variety of sleep aerosols with shorter and longer durations. The With Antidote Sleep Aersosol (WASA) grenade is often used because it comes with its own antidote tabs. They come in standard duration or Burst Round grenades.

Paralysis (PA) grenades use a clear colorless aerosol. They have have no minimum effect, but base effect is target paralyzed for ten minutes per 5% failure of the roll. Target is aware, but unable to move his body or even speak. As with Sleep grenades, there are a variety of aerosols with shorter and longer durations. They come in standard duration or Burst Round grenades.

Stun Aerosol (STA) grenades: each round the target must resist the aerosol or receive an 'A' stun critical. They come in standard duration or Burst Round grenades.

Sonic (S) Grenades:

Sonic (S) grenades use ultrasonic frequencies to affect their targets. Sometimes a high-pitched scream is heard, but usually the only thing visible is the shattering glass at ground zero. Sonic grenades are very popular because they are unaffected by weather conditions and are much more controllable than aerosol grenades.

They are treated as aerosol grenades, except that ear protection stops them, and the SD modifier is used on the resistance roll. The level of attack to be resisted is, as with aerosol grenades, equal to five plus the Mark number of the grenade. The size of the blast radii and the level of the attack are also the same as aerosol grenades. Unlike aerosol grenades, they are unaffected by weather conditions, and the effects from the grenade will immediately stop in the area of effect if the grenade is removed, remotely turned off, or destroyed. Ear plugs offer +25 to the resistance roll. Sealed environment suits will add +25 to the resistance roll normally, or +50 if the external audio pickups are off. Both the Delector and the Barrier shield provide +20 to the resistance roll, while the absorption Shield offers +10 to the roll. They require an atmosphere to work. Very thin atmospheres will reduce the area of effect, while very thick atmosphere will increase the area of effect.

Sonic Screamer (SS) grenades act as finger nails on a chalk board. They cause all targets in the area of effect to resist each round or run away due to pain and the sonic induced fear. Minimum effect is -10 to OB and maneuver rolls. Base effect is if the target fails to resist, he must leave the area of effect, but he may take other actions while leaving. The maximum effect is the target can only move out of the area, and this effect will end 1d10 rounds after leaving. They cost twice as much as aerosol grenades 32/Mk.

Sonic Stun (STS) grenades cause all targets in the area of the effect to resist or take a 'A' stun critical. They cost twice as much as aerosol grenades 32/Mk..

Incendiary Grenades:

Incendiary grenades are designed to catch things on fire. Incendiary grenades come in two types: the standard Incendiary and the Melt Down grenade. Standard Incendiary grenades actually continue to burn after they explode. The Melt Down grenade does exactly that.

Incendiary (I) grenades will act as a normal general purpose grenade except Shrapnel and Heat criticals are taken instead. All targets take an additional Heat critical of one severity less each round following until after the 'A' critical is reached. i.e. if a 'C' crit is taken, then a 'B' will follow the second round, and an 'A' the third. This will also tend to ignite all flammables in the area. Standard price and mass is .20/Mk. and .1k/Mk..

Melt Down (MD) grenades are the second type of incendiary grenade. They are used to destroy equipment. The Melt Down grenade only has a ground zero radius (first radius), and no other. This will last one plus the Mark number of the grenade in rounds. They usually include a strong contact adhesive to attach them to the target. Standard price and mass is 8/Mk. and .2k/Mk.

Other grenades:

Flash (F) grenades cause all targets in the area of effect to resist versus the attack level of the grenade or be blinded one round for every 10% failure. Blinded means -95 for ranged OB, melee OB, and sight perception. If a hearing perception roll is made, the melee OB penalty is only -50. In daylight, Flash Grenades are resisted at +25 and any blindness will only last a maximum of one round. This is a one-shot effect and most vision enhancement equipment will have flash suppressors which will add from +20 to +50 to the resistance roll. Level of the attack and blast radius are as per the Aerosol grenades. Standard price and mass is 8/Mk. and .1k/Mk..

Grenade Variations:

Microgrenades (MC) are Point Defence Mark Zero grenades that only weigh .02 kilos (i.e. there are no pluses to the attack roll except for the ground zero modifier). Microgrenades have only the first three blast radii, and each blast radius extends outwards only one meter (the standard microgrenade explosion is only about 6 meters across). They come in pull strings of five that allow all five to be armed and thrown in one round. Micro grenades can be thrown half as far as a regular grenade, so half all range mods. They can come in all standard types except Plasma. Aerosol and sonic microgrenades only last for half as long as the normal grenade type due to their small size. They cost as much as a Mark two grenade and mass .02k.

Minigrenades (MN) are Point Defence grenades that only weigh .01k no matter what the Mark number is. Their cost is figured as if they were one Mark higher.

Aerodynamic (AD) grenades can be thrown half as far again as a non-aerodynamic grenade in a standard atmosphere. They cost and weigh the same as a regular grenade.

Smart (SM) grenades can be set to arm and detonate in any of the standard methods in only a turn or two. They have a small microprocessor and scanner that allows them to be set to detonate if any of a variety of different conditions occur. They can also be pre-set to up to three different instant arming and detonating methods of the user's choice inadvance. They usually include a strong contact adhesive to attach them to the target. Their cost is figured as if they were two Marks higher.

Undetectable (U) grenades are -50 to be detected by scanners as explosives, until armed. They are inert until the two compounds are mixed, and the arming and detonation is also chemical in nature. There

are no power sources or electronics involved. They are limited to contact, delayed action, and fused detonation because of this. They cost twice as much as a regular grenade of the same Mark level.

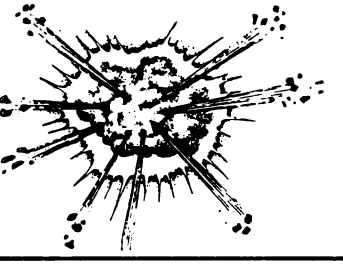
Super Undetectable (SU) grenades are -100 to be detected by scanners, as explosives, until armed, and then at -50. They can have all standard arming and detonating methods if desired. The arming and detonation fuse power sources and electronics are also at -50 to be detected by scanners due to shielding. They cost five times as much as a regular grenade of the same Mark level.

Skin Absorbed (SA) grenades requires a fully sealed environment suit for protection. Filter masks provide no protection. They cost three times as much as the standard aerosol grenade.

Burst Round (BR) grenades effect their target for only a single round. They leave no trace effects in the target area after the first round. They only cost and mass half as much.

With Antidote (WA) grenades come with tabs which provide complete immunity to their brand of aerosol. The immunity granted doesn't affect the smoke effect (if any), and is only for their brand of aerosol. The tabs can also be applied after the fact. Each grenade comes with a pack of ten tabs. The price is one Mark number higher than the standard grenade.

Grenade Type	Price	Mass
Tear Aerosol (TA)	16/Mk.	.1/Mk.
Vomit Aerosol (VA)	16/Mk.	.1/Mk.
Vomit &Tear (VTA)	32/Mk.	.1/Mk.
Sleep Aerosol (SA)	16/Mk.	.1/Mk.
Paralysis (PA)	16/Mk.	.1/Mk.
Stun Aerosol (STA)	16/Mk.	.1/Mk.
Sonic Screamer (SS)	32/Mk.	.1/Mk.
Sonic Stun (STS)	32/Mk.	.1/Mk.
Incendiary (I)	20Mk.	.1/Mk.
Melt Down (MD)	8/Mk.	.2/Mk.
Flash (F)	8/Mk.	.1/Mk.



Grenade Summary Chart

Grenade Type	PD	Blast Radii (m/Mk.#) Standard	Enhanced	Applicable Critical Type	Applicable Shield Mod
Tear Aerosol (TA)	1 (a)	2 (b)	3 (c)	-	-
Vomit Aerosol (VA)	1 (a)	2 (b)	3 (c)	-	-
Vomit &Tear (VTA)	1 (a)	2 (b)	3 (c)	-	-
Sleep Aerosol (SA)	1 (a)	2 (b)	3 (c)	-	-
Paralysis (PA)	1 (a)	2 (b)	3 (c)	-	-
Stun Aerosol (STA)	1 (a)	2 (b)	3 (c)	Stun	-
Sonic Screamer (SS)	1 (a)	2 (b)	3 (c)	-	- (d)
Sonic Stun (STS)	1 (a)	2 (b)	3 (c)	Stun	- (d)
Incendiary (I)	1	2	3 (e)	Shrap/Heat	Projectle
Melt Down (MD)	1	2	3 (f)	Plasma	Energy
Flash (F)	1	2	3	-	-

Notes
a = Effect normally lasts for 1 minute.
b = Effect normally lasts for 5 minutes.
c = Effect normally lasts for 10 minutes.
d = +20 RR for Deflector and Barrier shield. +10 RR for Absorption shield.
e= additional Heat of one level severity less each round following.
f = Only has first blast radius, but effect continues for 1+ Mk.# of grenade in rounds.

Variations	Effect	Range	Price	Mass
Microgrenades (MC)	very small PD Mk. 0 grenades	x.5	Mk.2	.02k
Minigrenades (MN)	Small PD grenade	-	+1Mk.	.1k
Aerodynamic (AD)	disked shape throwing grenades	x1.5	-	-
Smart (SM) grenades	T,C,P,DAP, and DAR	-	+2Mk.	-
Undetectable (U)	-50 to scanner attemps	-	x2	-
Super Undetectable (SU)	-100 to scanner attempts	-	x5	-
Skin Absorbed (SA)	requires sealed environment protection	-	x3	-
Burst Round (BR)	Single round of effect & no trace effects	-	x.5	x.5
With Antidote (WA)	comes with immunity tabs	-	+1Mk.	-

The Reluctant Lich

The Tale

History of Endwar

Endwar is a small town nestled in a mountain valley and is considered home by over a thousand residents. It lies three miles off the main road and is a frequent favorite of veteran travellers. Endwar was the original seat of the Regency and is rich in local history. This deep heritage is reflected in its old style architecture and the enduring family names which hang on the signs of businesses and the signposts of the streets. Huge oaks, elms and spruce trees grow tall within the town proper making it easy for passers-by to miss it entirely.

Not long ago, a necromancer named Lifethorn entered Endwar in hopes of exploiting the cemeteries' vast wealth of deceased talent.

Many famous statesmen, heroes, and notorious criminals can trace their roots to Endwar. The town cemetery, Last Dawn, is an historical landmark. Within its ivy covered walls and fences stand the tombs of two kings, myriad war heroes, and ancient wizards who took their arcane secrets to the grave. Endwar's economy is based upon dairy products and rare grains.

Recent History

Not long ago, a necromancer named Lifethorn entered Endwar in hopes of exploiting the cemetery's vast wealth of deceased talent. Lifethorn had been exposed as a Necromancer by a small band of inquisitive city guards in a town far to the west and had been running from their hired mercenaries for almost seven months. Once he had arrived in Endwar and carefully checked out the disposition of the townsfolk, he presented himself as a retired magician looking to make a permanent home. He even offered to take in an apprentice in order to appear more authentic in his intentions.

It had rained recently, and the dank, humid air was thick and heavy within the cellar. It seemed a befitting ambience for the dark corruption of a soul.

This was something fresh to the people of Endwar. It had been many years since they had had a wizard living among them. Many of the influential families in Endwar were also enticed by the idea of having their children learn a little about magic; for no man who considered himself learned was worth his weight in cheese unless he could discuss the basic principles of arcana.

So Lifethorn began conducting aptitude tests with the children of the area. His goal was to take in an apprentice of the most powerful family possible. This could provide insurance if any problems developed in the future. The mayor's son, Kelmoor, was his choice. After Lifethorn had settled in, he began attending all formal functions of the town and was eventually elected to the town's council. During the day, Lifethorn taught Kelmoor common magics. By night, he studied Last Dawn, gathering the information necessary to acquire the rare components for his many experiments. Lifethorn kept Kelmoor ignorant of his actions through stealth as well as magic. And the boy unwittingly grew very fond of Lifethorn.

Lifethorn was very close to completing the research which would place Endwar under his complete control. But his health was failing, and even though he despised the idea of lichdom, it seemed that he had no other choice if he was to succeed in his dubious plans. So he gathered his courage and made ready for the transformation. He gave Kelmoor several days leave so that the boy would not interfere. Endwar was planning its annual celebration of the end of the Giant Wars, so the town would be sufficiently distracted. The weather was calm, cool and dry - a perfect day to join the ranks of the undead.

Lifethorn began the ritual that evening within the root cellar outside his home. The root cellar had been the scene of many grisly rituals, but the most horrific ceremony was about to unfold. It had rained recently, and the dank, humid air was thick and heavy within the cellar. It seemed a befitting ambience for the dark corruption of a soul.

Kelmoor arrived home with a happy heart; partly because he really looked forward to the Giant Wars celebration, and because he had three days off to enjoy doing absolutely nothing. Lifethorn had told Kelmoor that he was ill and that he would not be joining the town in its celebration. So there was no chance of him changing his mind and calling Kelmoor back to his studies early. The news of Lifethorn's illness concerned Austin, because Lifethorn would always put on a fabulous magical lightworks display as the celebration's finale. Austin knew that many would be disappointed if this was missing. Austin hated sudden situations like this and promptly sent Kelmoor back up to Lifethorn's home, to try and persuade him to at least perform the lightworks display.

Kelmoor reluctantly climbed back up the hill toward the house. He was tired of studying and menial chores. He half thought to return after waiting awhile and telling his father that Lifethorn had declined. But he knew that his father would probably go himself, and then he would be caught in a lie. So he continued up the hill. The trail Kelmoor used lead past the root cellar and then forked at the corner of the house. One branch of the path lead to the back door while the other continued to the front. It then forked again and

stretched on toward the front gate and beyond. As he passed the cellar he thought he heard a soft moaning. He waited and listened. He heard nothing. He continued toward the back door and was suddenly startled by what he thought was Lifethorn crying. He again stopped and listened. Another scream, and it came from the root cellar. Lifethorn had many rules, and one of the strictest concerned the root cellar. Lifethorn told him to never attempt to go into it, because it was very old and parts of it were collapsing. Lifethorn kept a lock on it most of the time anyway, so Kelmoor didn't have the opportunity to explore it. The lock was not on it this evening though, and the screams were coming from behind the old oak doors.

Kelmoor stooped to pick her up, and as he did, he felt the entire sheath of muscles along his back slide to the ground in a wet steamy heap.

Kelmoor carefully opened the cellar door, trying not to make much noise. The screams could be heard quite clearly now. It was definitely Lifethorn and he sounded like he needed help. Kelmoor raced down the damp stairs. He slipped on the last step and plummeted upward and across the room. The screaming was deafening. Kelmoor took a minute to clear his head; it wasn't easy with all of the strange smells and thick smoke. When he could finally turn and raise himself up to see Lifethorn, it was like the worst magical accident he had ever imagined. It was very much like the stories Lifethorn would tell him that could happen if he didn't study hard and listen carefully to instruction. This was often the case when Lifethorn caught him daydreaming. But this was no daydream, and Lifethorn needed his help. He made his way toward his gasping teacher.

Suddenly something foul exploded into the air. He felt like he was being boiled alive. The bitter liquid was like nothing he had ever tasted before. As it soaked into his clothes they caught fire. He felt his skin burn and dissolve. Kelmoor shrieked with pain. His head was spinning and he couldn't feel the floor. Then he felt small taloned fingers rip at his leg. Then, sharp teeth bit deeply into his back, caught in his spine. Then it stopped. His head cleared but the room was still smokey, foul, and dark. He felt along the wall and found an exit. He began to run. He broke out into a full stride and hit a muddy wall head on. He got back to his feet and found another opening and started running again. Once again he collided into a wall, but his one was hard and dry and above him he could see sunlight! Stairs, he could feel them with his hands. He crawled, using hands and feet, up the stairs to the light. He exploded through the doors scattering the old planks of the cellar door all over the yard. But...the sunlight burned. It burned deeply, far deeper than the acid. It blinded him, but Kelmoor was scared and he wasn't going to stay here. He stood up and bolted down the path for home.

He remembered screaming and then Kelmoor moving toward him. And then...the boy was transformed; not properly.

As he ran, his vision cleared, but when he saw his hands and legs and what they had become, he wished he were blind again. They were the limbs of an old man that were quickly becoming those of a corpse. Kelmoor had seen dead people before. He often peeked inside the temple when the high priest prepared the dead for burial. There were few deaths among the young in Endwar, most died of natural causes. So Kelmoor was very familiar with how they looked, and he looked just like one. He had nearly reached town when he spotted his sister watering her horse by the river. he ran toward her yelling for help. She was startled for a minute. She recognized the voice but not the figure. But the closer he came the more she knew it must be him. He was up to her now. The horse had pulled away from Anna and took to the river for safety. He was barely recognizable to her, but she was sure it was him. He began to explain that there had been a terrible accident the root cellar, but then she suddenly fainted. Her eyes rolled back into her head and she began to writhe in pain. Kelmoor stooped to pick her up, and as he did, he felt the entire sheath of muscles along his back slide to the ground in a wet steamy heap. He lost consciousness.

He awoke sharply. He did not think he had been out long, because his sister was still choking. But he was definitely worse. The skin that had been on his hands was now gone, lying where he had fallen. He knew only one cure for his sister and that was Soridian, the high priest. He picked her up in his arms and made his way to the temple.

The streets of Endwar were beginning to fill with revelers, and they had obviously started celebrating early. But when they saw the creature running into town with the mayor's daughter over its shoulder, they sobered quickly. Someone cried out that a zombie had kidnapped the mayor's daughter. Another cried out, "Vampire"! Kelmoor was almost to the temple when a large crowd was upon him. Brandishing swords, broken bottles, and furniture, they gave chase. Kelmoor knew that he couldn't stop to explain; they would kill him and ask questions later. Anna might get hurt if he let them catch him. He pushed harder for the temple. He managed to reach the temple doors and began knocking wildly. The crowd was closing in, and the doors were not opening.

Soridian opened the door sharply. Before him on the steps was a foul smelling creature that appeared to be a lich. Soridian's early adventuring confirmed this. He also had a large gathering of people at his front door. A crowd much larger than ever attended services. They were angry and frightened. The lich was clutching the body of Anna. Soridian made his choice quickly. He concentrated and summoned a very powerful spell to destroy the undead creature which tainted his temple and caused such distress within his flock. The spell struck true and the lich fell down the stairs and ceased to move. The crowd ran backwards trying to avoid touching the abomination. Next, Soridian moved to the mayor's daughter. She was not breathing. He summoned yet another powerful spell which gave life. His spell struck true again, and within minutes her eyes opened. She was quite disoriented but eventually was able to stand. Soridian hurried her into the temple while the crowd began tearing the lich apart.

Soon after, the mayor burst into the temple and nervously asked Soridian about his daughter. Soridian looked sadly at the mayor. Fintro, Endwar's resident Healer, was examining Anna when the mayor arrived. Soridian passed a look at Fintro, and Fintro stopped his work to speak with the mayor. Soridian returned to Anna and sat beside her. Fintro told the mayor that Anna could not speak nor could she hear or see. But apart from these things, Anna was fine. Fintro added that he tried everything that his skill had to offer, and met with no success. The mayor looked at Soridian and he nodded in confirmation. The mayor then gathered Anna and left for home. Soridian accompanied him out of the temple.

At the stairs, Soridian was met with cheers. Behind him, Mayor Austin was in tears. Soridian gave a short speech concerning family, and he then led a prayer for the return of Anna's complete health. Austin moved down the stairs, the crowd silently parted. A few gentle, heart felt remarks were made for Anna's sake. All watched as he lifted her into his carriage and quickly burst for home. Soridian returned to the temple, closing the door with a thunderous boom.

Fintro was called to examine him and found a shocking surprise; Soridian's heart had stopped beating, yet he still walked.

Lifethorn awoke with a headache. He lay in the blood soaked sawdust which covered the floor. He carefully checked himself over. Kelmoor had, for some reason, returned to the house and found him in the cellar. His interference had saved him. He remembered now. The ritual was proceeding normally when a powdered component he was adding exploded into an acid. He remembered screaming and then Kelmoor moving toward him. And then...the boy was transformed; not properly.

Lifethorn knew he didn't have much time. He had to find out what had become of Kelmoor. He left the cellar and entered the house. It was very dark out now. He pulled from his clothes chest a box of solid ivory. With a simple command the box disappeared and left behind it a large cylindrical blue stone. He concentrated in the past and Kelmoor's image appeared in crystal stone. After a few minutes, Lifethorn was packing his things. He gathered from the house all that was important to him and then set it afire. He collapsed the cellar upon itself and then disappeared in a sharp silent flash.

The mayor returned home and put his daughter to bed. He sat with her many hours. After she had gone to sleep, he cried. He left the room when he realized that he hadn't seen Kelmoor since he had sent him off for Lifethorn. He checked Kelmoor's room, but he was not there. He sent for the Constable. When he arrived, it was apparent that he was extremely upset with the events of the day. The Constable, Devron, was madly in love with Anna, and when the mayor opened the door and saw Devron trembling there, they held each other for a long moment. Austin told Devron that he hadn't seen Kelmoor since early that evening, and that he wanted Devron to go up to Lifethorn's house and see if he was still there. Devron wanted to see Anna first, but the distress in Austin's face forced his personal desires aside. As he turned the corner to go up the road, he could see towering flames upon the hillside. He called for the mayor, and they both ran hard up the hill to see what had happened.

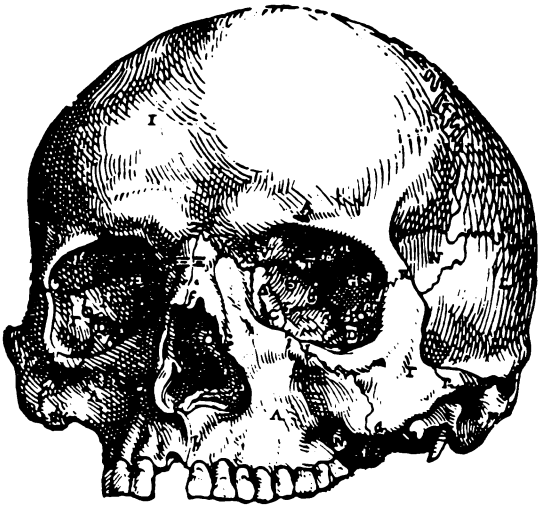
By the time they arrived it was well into the morning. The ashes were still hot. Many others had arrived. The mayor ordered a search for his boy and Lifethorn. Hours later nothing had turned up except for two bodies which were found in the kitchen remnants. They were burnt beyond recognition. The bodies were put into burlap bags and taken to Soridian and Fintro in the hope that they might be able to identify them. Neither Soridian nor Fintro could confirm the identities of the bodies. Because of their uncertainty, Austin refused to believe that his son was dead, and he put up a reward of one-hundred gold to anyone who would return Kelmoor to him.

For his valor, Soridian's congregation grew. The town now considered him a hero, and every service he performed found his temple filled to capacity. The mayor holds on to the hope that his son will return and that Anna will someday hear, speak and see again. Devron hopes that he will solve the mystery of the lich and the disappearance of young Kelmoor.

Current History

Eight years later, Soridian had a heart attack. Fintro was called to examine him and found a shocking surprise; Soridian's heart had stopped beating yet he still walked. Soridian does not understand and is unable to get an answer to any prayers he offers. He has also lost his ability to cast spells. He suspects that he is being punished, but he does not know why. Ignoring Soridian's objections, Fintro reported the incident to the central temple in Capital City. Word has gotten out that Soridian has been cursed. Service attendance falls. Most of the town only attends services to satisfy their morbid sense of curiosity

The mayor hasn't thought about his son for many years, and Constable Devron's investigation has been closed. Endwar has had many Giant Wars celebrations since and has largely forgotten the events of eight years ago and the town's tragic loss.



1 Temple

2 Dancing Goose Inn

3 Mayor's Office (Formerly the Royal Palace)

4 Jail Tower

5 Last Dawn

7 Earl Rootman's House

8 Austin Mansion

9 Site of Lifethorn's House

The Cast

Tertsi Austin,
Honorable Mayor of Endwar
15th Level Professional (Politician)
Human • 43 years old • 56 Concussion Hits

Statistics

Ap: 89 Co:73(5) Sd: 83(10) Ag: 63(10) Me: 99(20)
Re: 96(15) St: 58(5) Qu: 64 Pr: 91(10) In: 71 Em: 71

Skills

Administration 88; Philosophy/Religious 48; Trading Lore 78; Trading 78; Riding 65; Dancing 98; Maneuver in Armor (Soft Leather) -; Bastard Sword 75; Advertising 50; Public Speaking 63; Propaganda 63; General Perception 79; Lie Perception 82; Diplomacy 80; Leadership 78; Duping 93; Bribery 90; Falsification 82; Streetwise 53

Items

- Bastard Sword +20 *of slaying giants*
- Opal studded earring; +50 to hearing perceptions
- Spectacles of clear thought and comprehension (as 20th level spell Analysis from Sage Base List Analysis)

Appearance/Manner

Conservative dress, well mannered, always polite in speech, patient, decisive and extreme in decisions (seldom any middle ground)

Austin is a professional politician. He has held Endwar's top office for twenty-two years. His family was among the first to settle the area. Four previous generations of family have pursued successful political careers. His brother, Armaine, is the King's advisor when it comes to making decisions concerning the spending of funds from the royal coffer. So Austin takes great care to run the affairs of Endwar with precision and pride, else when Armaine visits, he would have to endure conceited criticisms of his administration.

Austin has two children, Anna and Kelmoor. Kelmoor is eighteen and Anna is twenty. Both were very close and were taken to heart by the townspeople. He was married twice. His first wife, Conticia, was unfaithful. Conticia and Austin parted amicably. His second wife, Floranna, bore him both his children but died as she gave birth to Kelmoor. He never married again and raised both children himself. They have had the finest education possible, and both serve in some capacity as public servants.

Austin hates surprises; he prefers a simple, predictable life. If something goes wrong with a plan, he is very quick to act and solve the problem. Austin will protect the interests of the town at all costs. He will not tolerate law-breakers, ruffians, lewd language, etc. in the streets of Endwar. The PCs will have to be on their best behavior when they speak with him, or they're likely to be ushered quickly out of Endwar.

Currently Austin is busying himself in the affairs of his office trying to find a replacement for Lifethorn's pyrotechnic displays. He has put behind him the night his son disappeared and the afflictions of his daughter. He still posts the reward for the return of his son, but secretly believes that Kelmoor is probably dead. He partially blames Soridian, the High Priest, for Anna's condition, but he has never voiced this opinion since it might hurt his position. Austin's closest friend is Constable Devron of the town guard. They can be found together when neither of their duties would otherwise keep them apart.

Antillus Devron,
Chief Constable of Endwar
18th Level Fighter
Human • 36 Years Old • 110 Concussion Hits

Statistics

Ap: 70 Co:83(10) Sd: 90(15) Ag: 90(10) Me: 72(20)
Re: 68 St: 93(15) Qu: 90(10) Pr: 101(30) In: 58
Em: 41

Skills

Heraldry 87; Military Organization (military of the realm) 91; Tactics 105; Animal Handling 68; Riding 93; Driving 62; Climbing 58; Swimming 58; Brawling 107; Disarm Foe (Armed/Unarmed) 98/68; Reverse Stroke 103; Stunned Maneuver 96; Two Weapon Combo (Stiletto/Bastard Sword) 112; Great Sword* 126; Bastard Sword 92; Long Bow 103; Quick Draw 87; Adrenal Speed 87; Adrenal Strength 92; Ambush 63; Silent Kill 58; Armor Evaluation 72; Weapon Evaluation 72; Cookery 63; Rope Mastery 58; Skinning 118; First Aid 72; Detect Traps 88; General Perception 110; Sense Ambush/Assassin 99; Interrogation 78; Streetwise 101

Items

Great Sword of Truth
• If the wielder speaks the truth about a misdeed of his opponent, then every time a critical is achieved, the opponent must make a RR vs. the level of the wielder or die. If the wielder is wrong, then he must make the RRs or die.
Ring
• +20 DB;+15 RR;+30 ED

Appearance/Manner

Simple dresser, simple mannered, very direct in speech, impatient, volatile temper.

Antillus is a professional fighter. In his youth, he won over two-hundred sword tournaments and numerous honors for service to the state. He was famous for making the contests look very bad for himself and then turning the tide as the crowd cheered him on. Today though, he finishes most altercations within two or three strokes. Many silly bandits have lost their lives at the hand of Antillus. He seldom wounds or asks for surrender. He believes that if a man (or woman) should ever draw their sword upon him, then they mean to use it. A quick and painless death will always result for the poor fool who tries his stuff against him.

After Antillus had enough of wars and tournaments, he signed on with the city guard in the capital city. He served without much distinction and on occasion got into serious trouble with his superiors. Three years later, and after many warnings from his captain, Antillus set out to be an adventurer. He travelled the known lands for five years before finally settling in Endwar. He wanted to do

something constructive, so he applied for the Constable's position.

There is little that Antillus has not seen. He is intelligent and dangerously capable with his sword. He is impressive, sharply polite, and only interested in the facts. PCs who are honest and straightforward will find a helpful and powerful ally in Antillus. Frivolous characters will be coldly treated if not asked to leave Endwar altogether.

Antillus and Anna were to be married a few days before she had her accident. The results of that day still haunt Antillus in his dreams, although they have begun to subside. He will occasionally go to Austin's home and talk to Anna, but he feels that if he had been doing his job better, she would not be in her present condition, so the talks are short because the pain is so great. Neither he nor Austin feel that marriage would be proper, with Anna in her present condition.

There are eight other constables who regularly patrol Endwar. They are all personally trained by Antillus and are completely loyal to him. Every constable has a wife and at least one child. Antillus feels that each man will protect Endwar better if he has roots in it.

Gundalmosa Fintro,
Lay Healer of Endwar
30th Level Lay Healer
Gurdoise Man • 468 Years Old • 63 Concussion Hits

Statistics

Ap: 63 Co:72 Sd: 59(5) Ag: 62 Me: 87(5) Re: 92(10) St: 58(5) Qu: 69 Pr: 100(25) In: 90(10) Em: 82(5)

Skills

Herb Lore 87; Poison Lore 92; Sanity Healing Lore 93; Dagger 53; Use/Remove Poison 91; Cookery 73; Painting 79; Sculpting 61; 8 languages (min 5 ranks in each); Tale Telling 72; Attunement 63; Directed Spell (Shock Bolt) 45; First Aid 86; Second Aid 92; Surgery 123; General Perception 68; Seduction 70; Acting 40; Trickery 35; Scrounge 62

Spell Lists

All Base Lay Healer Lists to level
Closed/Open Mentalism - Damage Resistance • Attack Avoidance • Cloaking • Brilliance • Solid Manipulation • Mind Mastery

Items

Bag of Endless Herbs
• Will supply one herb of any type once/day. User must make a RR vs. his own level with a -30 modifier in order to gain the desired herb, otherwise it will produce another herb of random determination.
Ring - Mind Fortress -
• Any attempted manipulation to the thoughts of the wearer will automatically fail. Reading attempts will give the wearer a +30 bonus to his RR.
Sash of Displacement
• 5/day as Illusionist spell Displacement V

Appearance/Manner

Prefers light colors/pastels, loves to read (anything) never without a book, gracious, extremely empathic with an insuppressible need to help (frequently makes the problems of others his own), requires the company of others, will seldom be found alone.

Fintro has lived in Endwar for as long as anyone can remember. His age is unknown; even to Fintro. He is giddy, carefree, but concerned about the health of the town. He never excepts money for his services from the citizens of Endwar. His only fee is for the patient to heal fast and remain well. However he does charge a nominal fee to outsiders. Fintro and Soridian are very close friends, and Fintro lives in a home paid for by the temple. The two see to Endwar's spiritual and physical health.

Recently Fintro was called to the temple when Soridian complained of severe chest pain and collapsed to the floor. When Fintro arrived, he found Soridian resting comfortably in his bed. Upon examination, Fintro discovered that Soridian's heart was not beating. He checked again to make sure that he had not made a mistake, but the results were the same. Fintro cautiously discussed his results with Soridian who just stared at him in disbelief.

Fintro departed hurriedly after giving Soridian an herb to let him sleep. He left word with the temple staff that he was sending a message to the central temple in the capital city concerning the drastic change in Soridian's health, and that Soridian was to be kept quiet and above all away from people. Fintro sent the news by secret messenger, but nothing is a secret in Endwar for very long. In a matter of days, most of Endwar knew about Soridian and began skipping services altogether. Fintro is genuinely concerned for Soridian. He is frequently by Soridian's side checking his pulse and hoping that Soridian's heart will begin beating again.

Soridian A'lacné,
High Priest of Endwar
20th Level Cleric
High Man • 201 Years Old • 91 Concussion Hits

Statistics

Ap: 80 Co:75(5) Sd: 60 Ag: 80(5) Me: 95(15) Re: 81(5) St: 80(5) Qu: 85(5) Pr: 98(15) In: 99 (20/40) Em: 88(5)

Skills

Demon/Devil Lore 74; Herb Lore 60; Philosophy/Religious 98; Riding 20; Cleansing 35; Healing 40; Trance 40; Cookery 61; Wood Crafts 64; Music 71; Tale Telling 34; Public Speaking 42; Channeling 110; Circle Lore 40; Divination 65; Symbol Lore 53; Attunement 83; 9 languages (5 ranks in each); Diagnostics 73; first Aid 63; Second Aid 523; Midwifery 73; General Perception 103; Lie Perception 75; Diplomacy 30; Acting 35; Region Lore 91

Spell Lists

All Cleric Base to Level
Closed/Open - Ceremonies, All Closed Healing, Concussions Ways, Purifications, Detection Mastery, Lore, Calm Spirits, Spell Defense, Weather Ways, Symbolic Ways

Appearance/Manner

Pale, extremely weak, good posture, very old, honest, thoughtful.

Soridian is the High Cleric of Endwar's only temple. The temple is a grand structure that once served as the central source of the land's religion. It is an elite

position, even though the congregation is one of the smallest in the entire denomination. Soridian was given the High Priest's mantle when his father died. His father is considered the last of the great clerics to ever walk the kingdom. Soridian has always had to walk in his shadow, but it has never seemed to bother him.

When he found the lich (Kelmoor) upon the doorstep of the church, he recognized an opportunity to step out of his father's legacy and begin creating one of his own. Without thinking, or even truly trying to understand the situation which lay before him, he lashed out in what he considered divine and just fury. The results of his actions were immediate. He was hailed a hero for saving Anna, the mayor's daughter. His congregation grew, and he was able to report to the central church with much more pride and confidence. But he never once gave a thought to who the lich was, or why his *Repulsion* spell did not either send the lich fleeing or outright destroy it. He instead gathered up the girl and left the unsaved soul to the mob of townspeople to rend apart.

The real consequences of his actions are now beginning to surface. The glory of that day faded quickly from the minds of his flock. Attendance fell once again, and his reports to the capital city were once again sporadic and unexciting. Then his heart stopped beating. For a moment, during the heart attack, Soridian thought he was finally going to join his god. But all that he felt was emptiness. He did not know why. His prayers are not answered, and his dreams are dormant. He wanders the halls of the great temple searching his past and heart for the answer. His only solace comes from Fintro who maintains that it is a curse or physical affliction which has nothing to do with his faith.

Earl Rootman
30 Level Druid • Human • 92 Years Old

Statistics

Ap: 60 Co:75(5) Sd: 60 Ag: 79(5) Me: 95(15)
Re: 80(5) St: 80(5) Qu: 84(5) Pr: 97(15) In: 99 (20) Em: 88(5)

Skills

Architecture 68; Faerie Lore 80; Fauna Lore 80; Herb lore 80; Philosophy/Religious 74; Poison Lore 63; Stone Lore 63; Weather Watching 70; Animal Handling 80; Animal Training 80; Climbing 50; Diving 45; Flying Gliding 45; Swimming 30; Quarter Staff 80; Dowsing 65; Stone Evaluation 45; Cookery 65; Crafting 30; Horticulture 80; Sculpting 30; Stone Crafts 45; Wood Crafts 50; Lip Reading 45; Attunement 80; Channeling 60; Circle Lore 50; Divination 30; Power Perception 70; Symbol Lore 75; Warding Lore 80; Animal Handling 80; First Aid 73; Detecting Traps 60; Direction Sense 60; Poison Perception 30; Read tracks 80; Tracking 80; Stak/Hide 65; Caving 72; Foraging 64; Region Lore 20; Scrounge 30

Spell Lists

All Druid Base Lists to level
All Animist Base Lists to level
All Channeling Open/Closed to level

Earthblood's Ways*	Elemental Control ‡
Stone Lore*	Nature Summons ‡
Wood Shaping*	Earthly Forces ‡
* Optional	‡ Next Issue

Appearance/Manner

Earl likes brightly colored, fluorescent clothing (which might seem strange since he only comes out at night). He is very clean and possesses simple graces. Earl is quiet but friendly. He only talks when he needs to. He is unemotional, logical, and reserved.

Items

- Lord Druid Staff (as spell)
+30 weapon, +6 spell adder
- Ring of Greater Environmental Control
An ithildin/galvorn alloy, it fits over two fingers instead of the usual one. It allows the wearer to completely control the weather within 1 mile per level of the wearer. The ring defaults to normal weather patterns if not worn or otherwised instructed.

Earl was the second in line for the first arc of leadership within the land's second most powerful druidic order, The Nightwatch. He gave up his career to take care of Last Dawn for his brother, the first king of the realm. Subsequent kings have made his charter permanent and give sole authority over the cemetary. This authority means he can refuse to allow burial to anyone save the king himself. He can and has claimed iminent domain to several parcels of land to the north of Endwar. Austin dreads the day he decides to claim any of the land to the south across Gurdoise River. Earl has on more than one ocassion expressed an interest in having a river through his 'garden'.

Earl has nurtured a powerful living tree within the center of Last Dawn. It is his tree of life. Working through it, he maintains the beauty and security of Last Dawn. Earl will be notified by the tree whenever any sentient being crosses into the cemetary.

Earl gives tours on demand. He likes nothing better than to show off his gardens. Unfortunately these tours are only given during the early mornings or late evenings; Earl sleeps during the day. Earl has a sight anomoly which allows him to see better at night than during the day. He can always be found somewhere on the cemetary grounds during the night hours cleaning a grave, planting new greenery, playing hide and seek with the area wildlife. Overall, Earl is an easygoing person. He enjoys company provided that they don't make him stand still to talk; he will always busy himself during conversations.

Lifethorn,
Necromancer-Magician

Lifethorn is simply bad news. He is conniving, desperate, evil, cunning and manipulative. There are no limits to his madness. His history is long and infamous. If a man can be judged by the quality of his enemies, than Lifethorn is a man of infinite quality. He is worth more dead than alive. A third of the reward money for his capture could buy a huge kingdom. He has so many faces and names that a scribe could be kept busy for a lifetime trying to record them all. He is a master of disguise. He changes sex and appearance more often than a chameleon could change color crawling across the floor of a paint shop. What makes him so difficult to catch is that he knows when to cut his losses and hit the road. He has no ethics or morals and thus nothing to stand and fight for.

Lifethorn has had a few close calls though. He has been locked up several times only to escape in the nick of time. He has killed anyone who has gotten in his way, and then brought them back from the dead to serve him. His basic motto is: "Dead servants don't ask questions". He is only an average magician. His true talents lie in necromancy. He has a certain flare for creating new and improved undead. He hates standard undead types and will usually try to create something new and exotic. One of the pieces in which he took great pride was a vampiric flea. The little parasite infected half a town's dog and cat population before it was accidently burned in a costly canine/feline round-up. In short, nothing is taboo for Lifethorn. He is a dangerous coward. If he is cornered, he can be lethal. Left unchecked, he has the power to subjugate the realm.

Statuette

The statuette is an un-named, mysterious artifact of great power. It will neutralize any anomaly within any entity which was the result of an unnatural occurrence or interference (for example: spell effects such as curses, shapechanges, etc.), regardless of the power of the source which caused it, provided the statuette is presented by a follower of good faith. There is a 99% chance that the effect will be permanently neutralized. The statuette is an aspect of the god Uln'Clemak, antithesis of Destiny and Fate.

The statuette is only 8cm high and weighs 10 grams. It appears to be made of silver ivory. It is a beautiful representation of a nude female, blindfolded, holding in her outstretched hands the symbols of life, death, truth, lies, justice, and injustice. It is quite unbreakable.

The Task

The PCs must go to Endwar and solve the mystery of Soridian's problem. This is a delicate job, and will require sensitivity, decorum, and a good amount of detective work. If the PCs keep these things in mind, they will make some very important allies. They will be dealing directly with the shakers and movers of Endwar. These are powerful individuals in their own rights. A party who is intrusive, insensitive, and bulldoggish might find themselves in a great deal of trouble.

The key to solving the mystery is to focus on the similarities of the varying points of view of everyone they talk to, weed out the non-important information that they will certainly receive, and use their intuition as well as skill to help guide them to Anna. Anna is the only person who can truthfully identify the 'lich' as being Kelmoor, and until they use the statuette to free her, she won't be able to help them, and Soridian will not be able to atone. Any theories that the party might develop which would infer that the 'lich' was Kelmoor should be treated as nothing more than theories. They will need much more than speculation to persuade the town otherwise.

The GM should keep in mind that this is a small town. Everyone knows what everyone else is doing, or at least they think they do. Everyone likes to talk, especially about someone else. A clever group should realize this and use it to their advantage.

A Sensitive Situation

The PC cleric's religion is the most important and influential in Capital City. It has been in place for hundreds of years. It would be a great embarrassment to allow the knowledge of Soridian's condition to reach the flock, especially since Soridian is the current priest of the faith's first temple, its very roots. The entire dilemma would not be so hard to deal with if the High Cleric and his contemporarie's dreams would reveal more. But currently, no clear resolution is being offered by their patron.

The Summons

After they have had a week or so of rest, the PC cleric is summoned by an official church messenger. This should be about the time they begin to look for something new to do. The message will invite the cleric and his party to an audience with the High Cleric at their earliest possible convenience.

The High Cleric should be an individual who is very difficult to get near. He should be almost as influential as the King. The PC cleric should understand that this summons is not to be taken lightly.

The Meeting

The temple of the High Cleric is a building of immense beauty and stunning architecture. Inside the walls, footsteps thunder and voices seem to carry forever. Even whispers are easily heard. The party is greeted and then led into the heart of the complex. This is obviously a place where only the most important of individuals is allowed to enter. They are escorted into a plush meeting room and seated at a large table. After a very long wait (time enough for various clerics to secretly cast a number of detect spells to check if anything is amiss i.e., *Detection Mastery*), the High Cleric is led into the room. He appears to each individual in the room exactly as they would expect. No two party members will see him the same way. This illusion is limited to age and presence only.

The High Cleric will explain the situation to the party as being of the upmost importance. He explains that they are being chosen because they have repeatedly appeared in his dreams. He tells of the frantic message from Fintro, and who Fintro is. He gives a short introduction of Soridian and the importance of curing his predicament. Most importantly, though, he details the reasons for the great secrecy that will be required, not only in Capital City, but in Endwar as well.

When all questions that can be answered are addressed, he produces a small statuette. He explains to the PC cleric (in front of everyone) that it will help him in some part of the investigation. At this time he explains that the mysterious dreams and signs that he is receiving from his god do not seem to have any clear meaning. All that he is able to divine is that the statuette, with its powers, will be a significant help to them. He knows not when it is to be used nor upon who.

When finished with the introduction of the statuette, an acolyte steps from behind a door and helps the High Cleric from his chair. He offers a short prayer of guidance and then leaves. Shortly after, the same cleric comes back and leads the party to the front doors of the temple.

The Journey To Endwar

The journey to Endwar takes five days. Giant's Valley is immense. This is where the final tribe of Gurdoise Giants was trapped at the end of the Giant Wars. Here is where the first king of the realm was crowned for his outstanding bravery against the Gurdoise giant warriors. The sky is crystal clear blue; very difficult to stare into. It is early Autumn, and the leaves on the wind filled trees glow brightly like a raging fire. The air is filled with the smell of fruit and nuts.

In the center of the valley is a large sprawling forest. Surrounding it are many farms with fields full of cows and grains. Amidst these are large manor houses nestled in deep green groves. In the center of the forest, many chimneys can be seen as well as the twin spires of the

troubled church. As the group approaches Endwar, it is apparent a festival is in progress.

Festival of Many Harvests

At the forest's entrance, music tickles the party's ears and the road becomes more defined. Endwar appears very old. The once straight and broad streets have become crooked and narrow as the trees have grown in beside them; swelling in girth and reaching forty or more feet into the valley sky. Some trees have been allowed to grow within the center of the streets, casting early evening shadows upon the surprisingly subdued crowd. The party is noticed by all as they ride through. An occasional nod from one of the town's people can be coaxed with a smile. Most are quiet, but all stare directly at the party.

Temple

The church rests within the center of the town's square. It faces a sprawling open courtyard with beautiful elms and pines clustered in small circular gardens which are nested among roses of many varieties. The festival would logically be here, but instead, it is tightly packed into the various streets which radiate away from the square.

The temple is smaller than the one in Capital City, but the stonework is much more detailed and superior in overall quality. The sun reflects brightly from its stained glass windows. The impressive front double-doors are made of deep grained oak, banded together by highly polished brass. A large open rotunda radiates away from the door with ten easy steps leading down into the square. Some sparse, but well manicured shrubs line the outside of the building. The most impressive feature of the temple is its twin spires; they loom far above the tallest trees of Endwar. Twin brass bells hang in each of the spires.

Livery

The livery and stables stand across the square opposite the temple. Broondye, a stable hand, emerges from the barn and delivers a raucous hello! He welcomes them to Endwar and asks if they have come for the festival. He really doesn't care if they have or not, he is only interested in their money. He will answer a few questions readily, but will soon retire back to the barn if it becomes apparent they are here to investigate Soridian.

Broondye will recommend the Dancing Goose Inn to those who ask (his sister runs the place). He knows that Soridian is very sick but no more. He knows that service attendance has dropped dramatically since he has taken ill. Broondye does not believe that Soridian's heart has stopped beating; it is only a rumor. Broondye knows only a little town history; he moved here six years ago.

Small Reception

A knock at the doors of the temple leaves the party waiting for a long time. A second knock brings an answer just as a third knock is considered. A small boy, maybe eight, answers. He's dressed in a clean white gown and wears a sad face. The boy has been instructed by Fintro to turn away anyone who directly asks for Soridian. He will instead summon Emil, Soridian's assistant. Emil is gracious and welcomes them into the temple.

The interior of the temple is clean. Sunlight filters through the glass windows as tones of gray. But there is something wrong. The temple is cold and lifeless. Sadness fills the air. There is no sense of presence in this holy shrine. It is a very uneasy sensation.

The Capital City Temple often sends clerics who are about to become full priests to Endwar for their final indoctrination. Soridian has had this honor his entire career. Emil is one of these clerics who is awaiting his final indoctrination, but he will not accept them from Soridian until he is well, fearing it may be a bad sign form his god.

Emil will answer any questions the party may have concerning the history of the temple and Soridian's past. He knows of nothing that may have led to Soridian's present condition. He will not allow the party to see Soridian stating that he is resting and cannot presently see anyone. He does invite the group to come back in the morning, by which time he will have informed Soridian of their arrival and interest in meeting with him. Emil has only been here for four months and knows very little about the history of the town, except that it was once the realms' capital.

Emil has grown quite fond of Soridian and has taken his pain to heart. He is inspired by Soridian's strength in the face of such personal tragedy and the embarrassing results to his otherwise exemplary career. An exhaustive battery of questions will lead Emil to lose his composure and begin to cry. At this time, Soridian will make his appearance and relieve Emil. If the party does not interrogate Emil, and does not force themselves further into the living quarters of the temple, Soridian will not appear. If the cleric introduces himself and the party as investigators sent by the High Cleric, Emil will go and bring Soridian back with him to speak with the party. Barring any other unusual circumstances, Emil will show them to the front doors and wish them a good nights rest. If he is asked about quality lodgings, he will recommend the Dancing Goose Inn.

Dancing Goose Inn

This is a homey little inn with a rich smell of freshly cooked meats and vegetables. It will be fairly vacant during the Harvest Festival; otherwise it will be busy with town folk having their daily meals as well as gathering for social reasons. It is a single story building with 12 guest rooms. Each room is the same and is quaintly furnished. Each room comes with all the amenities including a bath. Surrounding the back of the building is an apple orchard.

The Innkeeper is a large serene woman named Olivia. She has a warm smile and always looks at everyone she talks to directly in the eye. She speaks clearly and in simple language. She will lead each party member to their rooms and turn down the beds for them. She will ask if they would like bath water drawn or the fire lit. After everyone is comfortable, she will leave them and return to her duties at the front desk.

Olivia has a small boy who fetches the water and firewood for the guests. For a small fee he will deliver messages as well.

The people of Endwar use the Dancing Goose as a place to speak and hear the latest gossip. If the group enters the dining room during breakfast, lunch or dinner, at least eight diners will be present. Endwarians are by nature a vary curious group and at least one will ask to sit at the table and begin asking many personal questions.

If the party is candid in their conversation, and do not act mysterious or as if they are trying to hide a dark secret, the people in the Inn will be very open. But if the party is secretive and rude when asked questions, they will find it very hard to get any information. Eventually the entire town will have little to do with them and act as if they aren't even in the same room.

The Inn's regulars have only general information concerning the town and its people. They are all business people with the exception of a few area servants and dairy farmers. Information can be gained through casual conversation. Bribing a local would be considered awkward and possibly rude.

What The Locals Say

Regarding Endwar

"A great place to live. Not many children to bother you, and the Winter is mild. Endwar supplies the Capital City with most of its dairy products. Endwar is the former seat of the regency. The regency was moved to Capital City because it was more accessible to the main trade routes and easier to defend."

Regarding Last Dawn

"A town treasure, a national treasure, Endwar's main tourist attraction. There are many famous people buried in Last Dawn. Everyone who is someone wants to be buried there. The cost for a small plot in Last Dawn is 1,000 gold pieces paid up front. At night, some of the tombstones glow! The old caretaker is crazy and does all of the maintenance at night; you never see him during the day."

Regarding Lifethorn

"A powerful magician. Fun magic shows, always willing to lend a helpful hand. His house burnt down eight years ago killing him and the mayor's son, Kelmoor. A sly one; always quick with a joke."

Regarding Mayor Austin

"A lonely man. He has faced many personal tragedies. He has a beautiful daughter, Anna, who he keeps locked up in the house too much; he should let her out in the sun more often even though she couldn't see it. He and Constable Devron are inseperable. He hates lewd language and inappropriate boisterous behavior. A kind and receptive man. A good problem solver. He lost his son, Kelmoor and his daughter, Anna, during the Giant Wars festival about eight years ago."

Regarding Soridian

"Couldn't give a good sermon if his life depended on it. His heart isn't beating anymore yet he still walks. A terrible curse has been laid against him. A gentle and clear headed man. A reclusive fellow who's nothing like his father. His sermons give me the chills, nobody attends anymore for fear of catching his ailment. The Gods are unhappy with Soridian."

Regarding Constable Devron

"Better not get in his way or he'll cut you into twenty parts before the first piece of you hits the ground. A bad man to cross. Doesn't tolerate any vagrants in Endwar. If he had his way, the whole town would be marching like an army. He's awfully rough on his men but they don't seem to mind. He'll only hire men who have families. He's killed every bandit and dangerous creature within one hundred miles of town."

Regarding Anna

"She's a beautiful young girl; it's a shame Soridian didn't know what he was doing when he tried to bring her back to life. She sits in the Austin Mansion just staring out into the fields, dreaming of what they must look like. She could sing like a bird. She was walking sunshine. She was so beautiful, the dead rose to chase her (this remark will get a few looks from the other guests). A nasty undead thing chased her to the temple in broad daylight eight years ago and tried to eat her on the temple steps."

Regarding Kelmoor

"A handsome young man. He always managed to get into everything, yet you couldn't scold him if he smiled at you. Full of energy! Did more than his part whenever harvest time came around. He could have taken his father's place one day. All he was interested in was becoming a magician. He and Lifethorn were killed by a fire in the old magician's house."

Regarding Fintro

"Always a pleasure to talk to. He can heal anything. The man won't take any money for his services, only favors. He and Soridian are the best of friends. He's awfully brave, hanging around someone who's heart's not beating. He's been in Endwar longer than anyone else. No one knows where he lives; he just appears and disappears from around corners. Never seen Fintro when he wasn't in a good mood. Nothing can upset him. He'd give you the cloak off his back if he thought it would make you smile."

Regarding the Lich

"Came out of nowhere carrying Anna. We chased it all the way to the temple where he was about to rip her to shreds but Soridian came out and blasted it but good. We ripped it apart and burned it at the temple steps. It

smelled terrible and was so cold. It tried to beg for mercy, but we've heard you can't trust those undead things."

Morning Reception

In the morning, the PCs will find Emil waiting on the rotunda for them. He appears anxious, and without a word quickly ushers them into the temple foyer. There, waiting for them, are Soridian and Fintro.

Fintro is the first to say anything. He is lively and happy man, and his demeanor makes Soridian's condition appear that much worse. But it is quite evident that the two are friends by how they stand beside each other and the manners of their private conversation as the group approaches with Emil leading the way.

Fintro hops forward and seeks out the hand of the PC cleric first and immediately inquires as to the quality of his nights sleep. He always appears to be looking much deeper and farther back than the eyes and is obviously giving a visual check-up to each person he meets. He will then move along to the next PC asking the same question. His technique involves rolling up the characters sleeves and lightly pinching the skin, asking the patient to say "Ahh" and examining the teeth. If the PC passes, he will give a highly visible and comic sigh and remark loudly on the characters' good health and quality hygiene. After finishing with each, he will leave without a word. If asked to stay and talk by one of the party members, he will say that he has a few patients out in the wilds of Endwar that need his attention, and that he will be returning about noon. He then skips out the doors, regardless of whatever else is said.

Soridian

Never has any man looked so very old and so excruciatingly tired. Any compassionate man would almost certainly be driven to tears at the sight of Soridian. Though his appearance is frightful, he has the motion of a healthy man and meekly offers a smile to his visitors. After introducing himself he will ask the names of everyone present. Then he will engage in simple, polite conversation with each of them, asking about their families, remarking on how fit they look, and offer aid to anyone who does not seem well (This aid will have to come from Fintro; Soridian no longer can cast clerical spells. He does, however, have a generous supply of healing herbs at his disposal).

After the pleasantries, or a push for business by one of the party members, he will invite them all back to his study to continue the conversation. He moves ably and surely. Emil will not join them there.

The Inquiry

Soridian will answer all questions put to him as well as he can. He is fully versed in the history of the temple as well as that of the town. He does not know why his heart has stopped beating or why he has lost his ability to use divine power. He can give answers concerning almost anything else.

Regarding Fintro

"Fintro has been in the church community for as long as I can remember. He was also a close friend of my father and helped him settle the temple in Endwar. I do not think that Fintro could have had anything to do with my condition, and I trust him completely." (Suspicious questions concerning Fintro will cause Soridian to deeply frown and constantly change the direction of the questioning.)

Regarding Emil

"Emil is an able servant and capable priest. I am concerned that Emil will not accept indoctrination because of my illness, but it is Emil's decision alone, and I hold no contempt for him because he refuses to take his vows. I cannot speak authoritatively concerning Emil's past, because Emil has only been with me for four months."

Regarding Endwar

"I grew up in Endwar and I love it and its people. I am disappointed in the lack of support for me and the temple since my strange illness, but I understand and forgive them completely."

Regarding Mayor Austin

"I have known the Austin family for some time." (He conveys a warmth for Austin that is genuine, and he has nothing but good things to say about his past and present accomplishments as Mayor of Endwar.)

Regarding the Lich

He will pause and gather his breath before continuing. Soridian tells of a day eight years ago when a lich was driven to the front doors of his temple. It was just hours before the Giant Wars Festival. Soridian remembers he was getting dressed when he heard a terrible commotion outside his door. He recalls Fintro was in the basement recording recent purchases of herbs in the temple books. He slows down and begins including more detail into the story. He remembers the crowd of yelling people and the lich hovering over Mayor Austin's daughter, Anna. He says that he immediately took action to save Anna by casting a powerful *Repulsions* spell at it. He frowns and continues. He remembers the lich collapsing and rolling down the stairs into the screaming crowd where it was set upon. He hurried over to Anna, scooped her up and brought her into the church. Fintro was there and helped him set her upon the altar. He recalls Fintro wanting to do some careful diagnostics but that he did not know how long she had been dead and that he felt that if he did not act immediately, he would not be able to raise her to life. So he asked Fintro to step back and began calling upon the grace of his god to allow him to bring back Anna. He smilingly remembers that within seconds his request was answered, and Anna pulsed with life once again. Fintro let out a robust cheer and came running forward.

It was at this time he recalls that Mayor Austin came into the temple and rushed forward to his daughter when

he saw that she was alive. Apparently the crowd outside thought she was dead. But something was odd. Anna could not speak, and apparently could not hear or see either. Soridian remembered from past experience that not everyone fully revived immediately, and that there were sometimes side effects that later would disappear. So he tells the group that he reassured Austin that Anna needed nothing more than a good nights sleep.

He remembered feeling very proud of himself and went outside to speak to the crowd. They had by now completely torn apart the lich and he could only make out a few bits and pieces burning at the foot of the stair. He told everyone that Anna was alive and that the festival should be started. He remembers that Austin than walked out of the doors behind him with Ann holding his arm. He smiles as he can almost again hear the cheers of the crowd. He falls silent for a moment as if remembering something.

He draws closer to the party and tells them that Anna never did regain her senses. And he feels that Austin may still hold a grudge against him for not being able to fully restore her. He remarks that even Fintro has been stumped and cannot figure out why she cannot function normally.

Regarding Kelmoor

"I liked little Kelmoor very much. The entire town did. I only know that the last time the boy was seen was by his father after he had sent him to Lifethorn's house. And that he and the magician both died in the magician's burning home eight years ago."

Regarding Lifethorn

"I don't remember Lifethorn too well, but the times we've met, I was impressed by his manner. I remember that Lifethorn was very active in community events and attended services on a regular basis. I also remember that he tithed generously. I do not know exactly when Lifethorn arrived, but he was supposed to be a retired magician. He took in Kelmoor as an apprentice. Lifethorn and Kelmoor both perished in the magician's home."

Regarding Devron

"Devron cleaned up Endwar. Everyone respects the man and his abilities. Apparently he was a reknowned fighter of Capital City. He came to Endwar to settle down and took up his present position when the former Constable could not deal effectively with the bandit raids.

Devron and Anna were to be married a week after the Giant Wars Festival. The resulting mishap with my spell prevented that from happening. Devron sank into a fit of deep depression and did not come out of his home until Fintro spent some time helping him get over his grief. Devron mostly blames himself, because he was not able to save her himself.

The Mayor and Constable are very good friends and they spend a great deal of time together since Anna's accident."

Regarding Anna

"Anna is Mayor Austin's daughter. She was the victim of an undead incident about eight years ago. (He'll explain the situation leading up to her revival and the aftereffects. He knows that she stays in her room most of the time in the Austin Mansion.) She is seen occasionally with her father when they go out carriage riding. Mayor Austin allows Anna no visitors except for Constable Devron."

Last Dawn

Last Dawn is a beautiful cemetery which lies to the Northwest of Endwar on the other side of the Gurdoise River. It is completely enclosed by a three foot high, rod-iron fence. The gate entrance is made of monstrous marble columns and arches with relief images of gargoyles and saints doing battle. The cemetery is filled with gargantuan monuments to the powerful and influential of the past. The PCs may recognize a few names etched into the beautiful stones. At night, some of the grave markings glow. All of these are simple incantations which allow a night visitor to see the grave.

Last Dawn is taken care of by Earl Rootman. He is a long lived Druid who has decided to watch after the departed of his land. He can see better at night than by day, so he does the majority of his work after sunset. He often talks to himself.

Earl keeps careful records concerning the events of the town. In his house, in the center grove of Last Dawn, are his chronicles. He is a natural historian and has a keenly observant eye. He was full witness to the events of eight years ago. Lifethorn's house is just eighty yards from the northernmost tip of Last Dawn. The trail that Kelmoor always used to get there runs along the western edge. The river where Anna loved to go riding passes under the bridge to the entrance of Last Dawn and extends in a western direction down and away from the cemetery. It is easily visible for about two miles from its hilly slopes.

The chronicles recall the fire which destroyed Lifethorn's home. It also reveals the search through the ashes by Austin and Devron and later the townspeople. Generally, anything that happened during the night is recorded in Rootman's journals. There is nothing, however, that directly links Lifethorn with any of the events. It does show that the lich did come down the hill away from Lifethorn's home, and it apparently knew Anna's name. It tells of Anna being picked up and carried into town and the lich being set upon by the townspeople. It pointedly remarks that the lich begged for mercy but then fled for the temple. At this point it begins a commentary on willow tree seedlings.

Earl is completely unconcerned with the workings of Endwar. He has completely devoted himself to the cemetery and cares for little else. He will tell anyone who asks exactly what he knows, but he is a very unemotional man, and this could be taken the wrong way by someone who didn't understand him.

The Constable

Antillus Devron, Endwar's constable, can be found in his second level office of the Endwar jail tower. He usually makes his early morning rounds and then arrives at the tower late in the morning. He remains there until he gets hungry. About midday he walks over to the Dancing Goose Inn for lunch. This time of day is a slow time for the inn, and he can eat in relative peace.

Endwar's peacekeeping force consists of Devron, eight seasoned veterans from Capital City, and one young man who is just learning the ropes. All constables, except for Devron, are presently married and live in the town proper. Each man splits up a twenty-four hour period.

Devron, like Austin, prefers to handle official business at the office, so he will be annoyed with anyone who pursues a conversation while he is trying to eat. If the person is obviously distressed though, he will listen.

The jail tower entrance is an open archway with no door. The foyer has a granite desk made of the same stone as the tower. A large oak chest holds several swords, maces, manacles, and ankle chains. Along the rear of the tower is a thin rise of stairs leading to the second level.

Devron has a large window near his desk which offers him a good view of the walk leading up to the tower. If he notices anyone familiar approaching, he will tell them through the window to come upstairs to his office. If it is someone that he doesn't know, he will strap on his sword and go downstairs to greet them.

He meets all unfamiliar faces by asking if he can be of service.

Regarding Soridian

"A righteous man who loves his people. An unfortunate victim of a sick joke. If I find out who did this to him, there'll be hell to pay."

Regarding Endwar

"A peaceful town, just the way I like it. You should make sure to take in all the historical sights while you're here. The Dancing Goose Inn is the only place to stay. It's an important town to the regency for historical and sentimental reasons and I am proud to be in charge of the city guard here."

Regarding Fintro

"A man who has found his place in the world. The best man of medicine I have ever met or heard of for that matter. He and Soridian are close friends; those two stick together through thick and thin. He helped me out when I was in trouble and I owe him. If you're sick, or just need general advice, I'd send you to Fintro."

Regarding Austin

"The Mayor of Endwar. A very good friend of mine. You can find him in his office down the avenue. He's been the mayor for a very long time. I don't always agree with his politics, but he knows how to get a job done. He takes good care of this town and looks after its people. I have never found in all my travels a more honest politician...if you know what I mean."

Regarding Kelmoor

"(draws a curious look) He was the son of Mayor Austin. He died in a house fire eight years ago. A good young man who had a bright future."

Regarding Lifethorn

"I never got along with him, but that was just personal. We were always polite in public, but never went out of our way to socialize. He used his spells to help out those who needed them, but he never charged like the Capital City wizards do; no, he was pretty generous when he sold his talents. He took young Kelmoor, the Mayors son, in as an apprentice. They both died in Lifethorn's house when it caught fire eight years ago."

Regarding Earl the Caretaker

"A strange man. He takes care of Last Dawn and apparently only works at night. He only rarely makes an appearance in town. He has the last word, second only to the King's, on who can and cannot be buried in the cemetery. I know little else about Earl."

Regarding the Lich Incident

"I was out on a patrol chasing down some large cats that came down from the mountains. They were killing cattle. I arrived after it had all happened and only know what was in the official report. As it reads, a crowd of people saw it come into town, and they began chasing it with whatever they could use for a weapons. They chased it all the way to the temple; and Soridian came out and released a spell that killed it. The crowd had completely torn it apart before I had a chance to check it out. The pieces were burned shortly afterward (he purposely leaves out Anna)."

Regarding Anna

A question about Anna will draw a long silence. He will inform the party in a strained voice that any information about the Mayor's daughter is none of their business. If they have revealed that they are trying to solve Soridian's problem, he will say that he doesn't see how she would have anything to do with his condition. If the party persists on getting information about Anna he will lose all composure and begin shouting.

He will first demand that they reveal their true intentions, or he will throw all of them into jail. If the answer is not satisfactory, or a party member becomes sharp with his tongue, or a offensive gesture is attempted (you be the judge), he will draw his sword with unbelievable speed and order them to drop all their weapons. He is an experienced adventurer, so this order will include wands, staffs, etc.; anything that appears magical or could possibly be used in a combat situation. He will then gather all their items, and march them out of town; stopping by the livery and/or Dancing Goose Inn to recover the rest of their belongings. No one in the town will help the party. They have all seen this look on Devron's face and know not to get in his way. At the edge of town he will return all their belongings and warn them to stay out of Giant's Valley. He will make it quite clear that if they are seen again, they will be killed.

If the party is sensitive enough to realize that Anna is a very touchy subject for Devron, and apologize for asking about her, he will not become offended. The conversation could actually end on a good note. Devron is a moderate source of information on most everything except Anna.

If the PC cleric knows that Anna is the one he needs to use the statuette upon, he should inform Devron in the most tactful manner. He may even resort to strong language to get the point across stressing the fact that if Devron doesn't help them get to Anna, that he may be throwing away her life. If the party knows about the shattered marriage, it could also be stressed that this dream could come true.

Because Devron is such a powerful figure to deal with, any character who is opposing him in debate must make an open ended roll for every subject change while so engaged. As long as the character's total is less than or equal to his presence, he will not shy away from Devron. An unsuccessful roll could mean that the character is dumbfounded, totally exasperated, cowed, etc. Complimentary skills include public speaking, persuasion, duping, etc. These skills are only the basis for the GM's final decision on whether Devron is convinced the party is actually trying to help Anna; make the players roleplay it first. If they succeed, he will accompany them to the Austin Mansion to try to and convince Mayor Austin as well.

A Talk With the Mayor

Office

The mayor's office is in the old Capital Building. It is a three story building with no windows. The entrance is plain and consists of a rather skinny door. Inside is a grand foyer with colorful mosaics of knights in splendid armor battling grotesquely featured giants. It is completely barren except for two elderly ladies sitting behind their very cluttered desks. Behind them is a small hallway and a half open door. The door has a name upon it that reads: His Honorable Mayor, Tertsi Austin.

The two secretaries, Helen and Edith, are the town gossips, and display a keen interest in anyone who wishes to see the mayor. They are chatterboxes, insanely jealous of each other, and love the attentions of a good looking man, or some new fashions on an elegant lady.

Helen is the town historian. She knows everything about the town and the people. If she is asked a question to which she doesn't have an answer, she'll make it up on the spot. If Edith is there, and finds the lie amusing, she'll go along with it and help Helen develop it into a real piece of fiction. If she doesn't find it attractive, Edith will correct her by imparting a piece of creative gossip of her own. These two ladies have been doing this well over forty years and are quite good at it (use these ladies as comic relief).

Helen and Edith will keep a potential, single man away from the Mayor as long as possible so that they can try to persuade him to come over to either of their homes for dinner. Austin can hear everything but over the years has learned to tune them out, so only something of dire importance or an unusual disturbance will get his attention. In this case he will come out into the foyer and take control of the situation.

If the character or party manage to get by the secretaries, they will find Austin sitting at his desk mulling over some papers. His office is luxuriously appointed. He has many family portraits hanging on the walls as well as very expensive looking tapestries. There is one very prominent family portrait, with Austin and his two children, hanging on the wall behind his desk.

He will greet visitors with a politician's smile and handshake. He will ask routine questions to ascertain the reason for their visit. He will ask how they came upon Endwar, and who, if any one, they are working for. After thoroughly feeling the visitor(s) out, he will sit and attentively listen to anything they might then have to say.

Regarding Endwar

"A town rich in history and flavor. I will have Helen and Edith show you all of the important sights. The realm's first King was crowned in the antechamber above my office. If you decide to live here, then let me be the first to welcome you. Are any of you magicians?"

Regarding Soridian

"An unfortunate victim of gods at play. A good man, but he desperately needs to work on his interpersonal skills and public speaking. A town icon, very important to the Endwar's image; he looks very important in those robes."

Regarding Devron

"A good friend of mine. He gets the job done when no one else would dirty their hands. I wouldn't cross him, he can be very dangerous with that sword of his. We've had no incidents since Devron has taken over as Constable."

Regarding Fintro

"Fintro's our town healer. The town supports his efforts through the church. If you live here, then you receive free the best possible care available anywhere. He has no home, it is all of Endwar's responsibility to put him up whenever he requests it. He and Soridian are very good friends. You seldom see one without the other. If you're looking for Fintro, inquire at the temple."

Regarding Kelmoor

"My son. He supposedly died in a fire at the home of a magician named Lifethorn. My son was apprenticed to him. We couldn't positively identify the bodies we found in the ashes. I still feel he is alive, somewhere. If you are interested, I have a 100 gold piece reward up for his safe return."

Regarding Lifethorn

"A real booster to our economy, especially around festival time. He always put on a sepectacular pyrotechnics display. Word was getting out that Endwarian festivals were the festivals. When he arrived he settled in the old house on the far side of Last Dawn. He became quite active in community affairs. He was very concerned about the image of Endwar, we had a lot in

common. He perished in his home when it caught fire. I am currently looking for another magician who will perform as Lifethorn did, but so far I have found no one."

Regarding the Lich

"I didn't witness the entire event. I arrived shortly afterwards. I found a crowd of people yelling and acting wildly at the front of the church. I was able to see later that they had a lich or some undead thing and were burning it."

Regarding Anna

He will not speak about Anna, and he will demand to know why they want to know. It should become apparent by his reaction that he is not the one to talk to for information about his daughter. After any question about his daughter he will take over the conversation and before they know it he will be thanking them for their visit and asking them to leave because he is very busy and has important matters to attend to. He will then send for Constable Devron and tell him about their inquiries and want them carefully watched until they leave town.

If the party is somehow able to force Austin to talk to them about Anna, he will reveal a very lonely man, irreparably heartbroken over his daughter. He does indeed blame Soridian for her present state and firmly believes that he is now seeing justice done through Soridian's crisis (something he would never say publicly). He does keep Anna locked in her room. He takes her out regularly. He and Devron visit her often and have constantly tried to search for some way to reach her. If he is pressed to say more he will break down and begin to sob loudly. All this will of course be heard by the secretaries and one will immediately go to fetch Constable Devron.

Home

The Austin Mansion is a vulgar display of wealth. It is in the traditional old style but looks freshly constructed. If the PCs arrive without Devron or proper invitation, Austin will not see them and leave instructions for them to meet with him at his office. If the PCs persist, Devron will come to the door and enforce Austin's wishes. If the PCs state that they may be able to help Anna (and they can) Devron will immediately inquire as to how. The PC cleric must be very persuasive here. Make the player(s) roleplay this like he's never roleplayed before. Then put any appropriate skill he may have (public speaking, duping, etc.) and modify Devron's reaction according to how well he did. Devron is secretly always hoping for Anna's recovery. Austin is less so, but if Devron is convinced he will allow the attempt.

Releasing Anna

If the party manages to convince Austin to allow them to try to help Anna, he will personally lead them to her room. The riches within the house are beyond description.

Anna's room is quiet. A beautiful girl, approximately in her late 20s, is sitting in a chair being fed by a servant. Austin quickly dismisses her. Whenever everyone is in the room, Austin will demand to know what they intend to do and how he may help. He goes to Anna and gently takes her hand. Anna recognizes the touch and gently but sadly smiles.

At this time, the statuette should be used. Anna will be startled at first by her sudden awareness and by the strange people in her room. Soon though, with a little reassurance from Austin as well as from Devron, if he is there, she will become lucid. She will graciously thank the party and especially the cleric.

Anna will most certainly ask where Kelmoor is, for this is her last and strongest memory. Austin will explain what has transpired since her affliction. Anna will then explain what had happened to her, which will reveal that Kelmoor was the lich. Austin will be devastated by this realization.

Wolf in Sheep's Clothing

Some things should become painfully obvious from Anna's recount. Kelmoor was not in Lifethorn's house at the time it was burning, and Lifethorn was obviously involved in some very dark magics. *And not as obvious but more important, Soridian is being punished for his very hasty and ego oriented decision on that fateful day eight years ago.*

Deliverance

When Soridian is informed about Anna's vivid memories of her final hours before she was revived, he immediately understands (even if the PC cleric does not) why he has been struck down. And for the first time in many weeks, his heart begins beating. Fintro jumps for joy. He moves forward to congratulate the party, while behind him Soridian begins to sink to the floor although no evidence of pain is apparent in his peaceful face. By the time Soridian is reached, he has passed on.

This should occur in the temple. As Soridian finally gets his deserved rest, the temple regains its feeling of security. The temple seems a little brighter, and now, the only true sadness comes from the heavy sobs of Fintro.

Family Before Vengeance

Anna and Devron immediately renew their plans for marriage. They will ask the PC cleric to perform the ceremony by the river where Anna last spoke with her brother. As part of the ceremony, small area along the river will be dedicated as a future site for a small bronze statue of Kelmoor to be erected. All is good.

Later that evening, the party is approached by Austin. He personally summons the party to his home after Devron and Anna have left on their honeymoon. He offers 5,000 gold to every party member, if they will search for Lifethorn and bring him back to Endwar for proper judgement. If the party accepts, Austin supports them fully and aids in the search for clues. If the party declines, Austin will give them each 1,000 apiece and bid them a long and fruitful life.

Kevin Barrett

What sex are you, and how old are you?
I'm a 26 year old guy. Sometimes I feel 40; sometimes I act 18.
How many years have you been involved with any type of roleplaying game, and what role playing games have you played?
My dad started teaching me chess when I was 5, I got into *PanzerBlitz* when I was 8, and started roleplaying at age 14. I've played a number of games and game systems, though I'm partial to *Avalon Hill* titles and multi-player wargames/diplomacy-style games.
What interests do you have outside of role playing?
Beyond roleplaying, I enjoy game design, long walks in the mountains, spring days, and watching PBS.
What is your favorite profession to play in a game? Least favorite?
My favorite character was a Seer who spent an outrageous number of dev pts gaining Mystic and Bard lists: he was flexible and mysterious. I suppose I would hate having to play a Healer (or *any* profession from a *RoCo*).
How long have you played Rolemaster?
I started playing with ***RM*** systems when *Arms Law* first came out in 1980.
Do you prefer to play or run?
Whenever I play, I keep thinking how it could be done better, so I suppose I like to GM.
Do you find it easy to play and run the Rolemaster system as it is, or do you modify it to suit your needs? Heavily or lightly?
Basic ***RM*** has everything anyone needs, so I don't see the need to heap extra junk on it. Modifications are slight, keeping the spirit of Pete and Coleman's original intentions intact.
To what degree do you use the optional rules which appear in the Rolemaster Companions?
RoCo stuff, including a number of the optional rules in *ChL & CaL* are unnecessary. I see them as interesting diversions or thoughtless additions which do little but clutter an already involved simulation.
When interpreting spell definitions, are you literal, or do you adhere to the spirit of the list in which the spell appears?
As GM, I prefer to adhere to the spirit of the list, particularly where good roleplaying is involved. Literal interpretations (of anything) can always lead to exploitation of the system.
What is your opinion of the Rolemaster spell system?
Spell Points are so superior to fixed spell use (*a la D&D*), I'm surprised more people don't use Spell Law.
What is your opinion of the Rolemaster combat system?
I have a love/hate relationship with ***RM*** combat. Sometimes I think its the greatest thing since sliced bread, while in reflective moments I'm sure there could be a more elegant way to portray man-to-man battles.
What is your opinion of the Rolemaster system overall?
The keys to the ***RM*** system are the Maneuver Table and the Static Action rule (i.e., roll, add the mods and get over 100). This system can not be beaten, though a judicious GM must be assumed.

David Franklin Blank

What sex are you, and how old are you?
male, and 26 years young.
How many years have you been involved with any type of roleplaying game, and what games have you played?
I Started playing wargames at age 14 after playing chess for years. I really got interested in roleplaying games at Origins 79. I have played almost every type of roleplaying game out there but my favorites are Rune Quest, Traveller, Morrow Project, Champions, and of course RM.
What interests do you have outside of roleplaying?
I like to read and I read a lot of sci fi and fantasy. I also like computers, history, chess, jogging, and cooking.
What is your favorite profession to play in a game? Least favorite?
I like mysterious stealthy characters, i.e. Ninjas, Nightblades, illusionists, and Warrior Mages (he can chose so many different ways to kill you it's a mystery how you are going to die). I really can't say what my least favorite is, because if I don't like the class, I can change the character till I do.
How long have you played Rolemaster?
Two or Three years now.
Do you prefer to play or run?
I like to play, but I'm running Shadow World right now and having a real blast.
Do you find it easy to play and run the Rolemaster system as it is, or do you modify it to suit your needs? Heavily or lightly?
I use Fantasy Hero (with the new Hero system) to run my Shadow World campaign but I find myself picking up my RM for flavor and background more than my FH. From what I have seen as a player, core rules are best, but I think things should be taken on a case by case basis. If a player has a good idea I would let him give it a try for as long has its not bogus.
To what degree do you use the optional rules which appear in the Rolemaster Companions?
Very carefully, there are some real hits and misses in the companions, and I am sure that there are a lot of roleplayers out there who agree with me. A lot of them would also disagree with me on what is a hit and what is a miss.
When interpreting spell definitions, are you literal, or do you adhere to the spirit of the list in which the spell appears?
Help I am a wargamer stuck in the world of roleplaying. It's up to the GM , I just state my case and try to live with his ruling. I try to to stick to the spirit of the list, but I also try to maintain the game balance.
What is your opinion of the Rolemaster spell system?
Biggest and best magical system I know.
What is your opinion of the Rolemaster combat system?
Solid, I like Hero's better, but I've won (and lost) some real good fights using RM.
What is your opinion of the Rolemaster system overall?
ICE has the best fantasy modules in the industry. They and a good GM (Ross) are what got me into the system. I love them and the core system is very solid. The level bonus system makes me feel like I'm playing D&D, and If I see another critical hit tables I am going to throw up (Hey Ross, I got an idea for your next crit table.). The system needs some of the good companion material rewritten and brought in to the core system. I also want to see less new character class and more ways to personalize and vary the ones that exist.

Monte Cook

What sex are you, and how old are you?
I am a 22 year old male.
How many years have you been involved with any type of roleplaying game, and what games have you played?
I started playing AD&D about 10 years ago, and have played a multitude of games (and tried to make up a few myself), but some that jump to mind are Villans and Vigilantes, RM and SM (of course!), Aftermath!, Traveller, Gamma World, GURPS, Cyberpunk, Cyberspace, and Talislanta.
What interests do you have outside of roleplaying?
Reading SF and fantasy, writing same, my fiance Christine, history and philosophy (not in that order).
What is your favorite profession to play in a game? Least favorite?
I love to play an extremist character, i.e. either a really good paladin or a REALLY evil mage. I usually tell people that I could enjoy playing any profession, but I can't even conceive of playing a Delver.
How long have you played Rolemaster?
I got ahold of a copy of Spell Law long ago when it first came out. I didn't use the whole system until about four years ago.
Do you prefer to play or run?
I love to create worlds and make adventures. I hate cross-referencing charts and keeping track of ALL THESE NUMBERS. But I guess I'd still rather run.
Do you find it easy to play and run the Rolemaster system as it is, or do you modify it to suit your needs? Heavily or lightly?
I modify just about everything, if for nothing else to foil players who know the rules better than I do. I modify it heavily, because my campaigns are rarely conventional.
To what degree do you use the optional rules which appear in the Rolemaster Companions?
I use about half of them regularly, but they are always heavily modified.
When interpreting spell definitions, are you literal, or do you adhere to the spirit of the list in which the spell appears?
I like to reach a happy medium in there somewhere.
What is your opinion of the Rolemaster spell system?
The RM spell system is the best there is by far, I think. It's still a little too "matter of fact" for my concept of magic, but it has to be for playability.
What is your opinion of the Rolemaster combat system?

I get tired of all the tables, but they are a necessary evil.

What is your opinion of the Rolemaster system overall?

It's simply the best. I've seen more realistic systems, but they are too complex. I just wish ICE would realize what a great RPG it is and quit thinking of it as a series of supplements for other games.

Ross Henton

What sex are you, and how old are you?

Male, twenty-eight (approximately)

How many years have you been involved with any type of roleplaying game, and what games have you played?

Seven years worth of AD&D, Rolemaster, Space Master, MERP, Fantasy Hero, and various SPI & Avalon Hill games.

What interests do you have outside of roleplaying?

Photography, music (especially electronic), computers, backpacking, and GREY WORLDS (obviously).

What is your favorite profession to play in a game? Least favorite?

My favorite is probably Magician--it's nice and dramatic. My least favorite is absolutely, unquestionably Farmer.

How long have you played Rolemaster?

Three years, give or take a few character lifetimes.

Do you prefer to play or run?

I prefer to play if it's a creative campaign. Most of my players tell me I prefer to run, as long as they happen to feel like playing.

Do you find it easy to play and run the Rolemaster system as it is, or do you modify it to suit your needs? Heavily or lightly?

I learned on the base rules, but when I started to run the RM system, I found the Companion books had several ideas I wanted to incorporate. My version of the system has varied over the years. My rules for handling magic have deviated from the system to include several concepts I needed. Melee combat I leave pretty much alone.

To what degree do you use the optional rules which appear in the Rolemaster Companions?

I use the secondary skills suggested in the Companions heavily. I also include most of the new professions. I have experimented with both the level bonus recommendations and the Level-Intensive Combat system from RMCIII, and I haven't honestly decided which I prefer. I use a modified version of the Magical Ritual system, and all of the rules for mounted combat. I feel that the development point system needs work if all the secondary skills are to be utilized.

When interpreting spell definitions, are you literal, or do you adhere to the spirit of the list in which the spell appears?

I stick to the way I feel the spell was intended to be used.

What is your opinion of the Rolemaster spell system?

I love it! It's the only one I've seen that provides the variable options I wanted in my campaigns.

What is your opinion of the Rolemaster combat system?

Ditto.

What is your opinion of the Rolemaster system overall?

By far the best I've played or run. I feel it has a level of realism and depth that far exceed other systems.

Andrew Morgan

What sex are you, and how old are you?

I'm a twenty-four year old male.

How many years have you been involved with any type of roleplaying game, and what role playing games have you played?

I've been roleplaying for around a decade, and have been mostly involved with *D&D* and *AD&D*, but have tried many things on a short-term basis.

What interests do you have outside of role playing?

My main foci are presently set on good literature, which does include the science-fiction, fantasy, and horror genres as well as the film and sequentially-illustrated fiction (comic-book) formats, philosophy (objective-reality metaphysics, rational epistemology, value-oriented ethics and esthetics, and laissez-faire capitalism politics), and biocentric psychology.

What is your favorite profession to play in a game? Least favorite?

If the mana-system is flexible and dynamic enough, I like to play most types of Mages; especially if the alignment system is particularly chafing, Clerics and their ilk just seem unappealing.

How long have you played Rolemaster?

I've never played *Rolemaster* (!) That is to say, I've not yet run or played in a purely *Rolemaster*-based game. I've squeezed bits of it into other systems, and am trying now to get a full-fledged *RM* playtest campaign started.

Do you prefer to play or run?

At this time I've never GMed at a significant level, but intend to in the future.

Do you find it easy to play and run the Rolemaster system as it is, or do you modify it to suit your needs?

Looking over the standard *Rolemaster* rules, I don't see any way that I could enjoy playing it without heavy modifications. The basic skeleton rules are excellent (the percentile and skill rank system, the maneuver charts, the spell list and PP-use system), but much of the meat that has been heaped on it just ends up forming an unappealing shape about it that detracts from its assets (the random deadly critical system, the unusable experience point award system, some of the spellcasting rules assumptions).

To what degree do you use the optional rules which appear in the Rolemaster Companions?

I plan to use the optional *Companion* rules 110% (That is, I'll probably use most of it and then modify it even more to fit my views.)

When interpreting spell definitions, are you literal, or do you adhere to the spirit of the list in which the spell appears?

Spells should have a well-defined effect, but players should be free to get the most out of each effect with a little thought.

What is your opinion of the Rolemaster spell system?

The *RM* spell system is wonderfully structured--a framework that has near-infinite possibilities for building on to it.

What is your opinion of the Rolemaster combat system?

The *RM* combat system needs work if you're going to use it as an adjunct to telling a roleplaying story with your game, instead of just going critical-table happy.

What is your opinion of the Rolemaster system overall?

Overall, *Rolemaster* is the best FRPG on the market, but it is best used by *advanced* gamers who are willing to cope with the options-anxiety that the game produces in order to put together the exact simulation which suits their style of play.

Lem Richards

What sex are you, and how old are you?

I'm not female, and my age is somewhere between 25 and 27.

How many years have you been involved with any type of roleplaying game, and what role playing games have you played?

I've personally been involved with gaming for about 12 years. I have played D&D, AD&D, Runequest, All Hero Games, Rolemaster, Space Master, Cthulu, DungeonQuest... (Iv'e forgotten more games than I have listed here.)

What interests do you have outside of role playing?

tennis, basketball, biking, movies, concerts, museums, #$@*&%

What is your favorite profession to play in a game? Least favorite?

Evil wizards. Paladins.

How long have you played Rolemaster?

1.467 years

Do you prefer to play or run?

Run

Do you find it easy to play and run the Rolemaster system as it is, or do you modify it to suit your needs? Heavily or lightly?

I modify it. (I modify everything) Heavily.

To what degree do you use the optional rules which appear in the Rolemaster Companions?

It depends entirely on the effect that I am trying to create in my campaign.

When interpreting spell definitions, are you literal, or do you adhere to the spirit of the list in which the spell appears?

If a player is trying to get away with something, I use whatever suits me. In general though, I adhere to the spirit of the list.

What is your opinion of the Rolemaster spell system?

It's the best of its kind I have ever used.

What is your opinion of the Rolemaster combat system?

I hate referencing critical charts and hit tables, but after you get used to it it's not so bad.

What is your opinion of the Rolemaster system overall?

The system is the best of its genre. It very often gives a GM the fexibility he needs to create a world rich in fantasy and *realism*.

What Is *Grey Worlds*?

The Beginning

The Grey Worlds idea is from me, Lem Richards and him, Ross Henton. Both of us have been gaming for 10 years and more; we won't tell you who has more. We play Rolemaster regularly with a small group of come-when-I-feel-like-it players. I play much more than I run, and Ross runs much more than he plays. I arbitrarily question rule interpretations and he arbitrarily interprets questionable rules. Grey Worlds began with an evening in Dallas, Texas searching hobby shops and bookstores for magazines that would help us in our struggle to learn and play the Rolemaster system better. The search yielded nothing. A silent ride back home hinted that everyone was either sleeping or heavily thinking. The result was a consensus that something had to be done. We knew we couldn't be the only players on the globe who wanted a support magazine, or were we? I half jokingly said that I would write a letter to ICE and tell them we were interested in starting a fanzine which would gather the many Rolemaster players across the land into a single, coherent voice, which they could monitor and use. I did eventually write the letter, and here we are.

The Name

The name Grey Worlds comes from a description that my players gave to my gaming style some years ago. My philosophy is simple; there is no such thing as good or evil; just different points of view. I rarely presented them with a "good" Hero or a "Evil" Villain. Because of this lack of black or white, they called it a grey campaign. Then, over the years, my campaigns were called grey worlds. I thought it an appropriate name for this fanzine since such endeavors thrive on varying points of view. None black. None white.

The Dream

We hope to have started a fanzine that will support Rolemaster and eventually other ICE RPGs. We want a legitimate instrument within which serious gamers/authors can refine their work and also have an opportunity to be officially published. We know that the best ideas are yet to come, and that they still rest in the forgotten pages of some gamer's notebook.

L. R. Richards

Tell Us A Little About Yourself

We want our readers to know something about you when they read your contribution in the fanzine. Whenever you send something in to be included in an issue, we will print a condensed version of this questionnaire in the "Author's Appendix". Be sure and return your answers to the following questions with your first submission.

1). What sex are you, and how old are you?

2). How may years have you been involved with any type of roleplaying game, and what games have you played?

3). What interests do you have outside of roleplaying?

4). What is your favorite profession to play in a game? Least favorite?

5). How long have you played Rolemaster?

6). Do you prefer to play or run?

7). Do you find it easy to play and run the Rolemaster system as it is, or do you modify it to suit your needs? Heavily or lightly?

8). To what degree do you use the optional rules which appear in the Rolemaster Companions?

9). When interpreting spell definitions, are you literal, or do you adhere to the spirit of the list in which the spell appears?

10). What is your opinion of the Rolemaster spell system?

11). What is your opinion of the Rolemaster combat system?

12). What is your opinion of the Rolemaster system overall?

How Does This Fanzine Work?

You have innovative ideas which can be used by other gamers. A fanzine is a great place to test them out. You want to get feedback from people who play the game and therefore have legitimate opinions. It's a good way to playtest optional rules, skills, and spells.

We are going to set a theme for each issue. You think about it, and if you can develop something based on that theme, send it in. There will also be a miscellaneous section which will contain submissions that don't fit into the current theme. So if you can't come up with anything concerning the theme, send us something else.

Your work will be published provided it's not outrageously obscene or vulgar. We will liberally check your spelling and edit your submission, so please take the time to make sure it is as error free as possible.

The ideal form by which to send your submission is as an ASCI II file on a 3.5" floppy disk, formatted for one of the Macs or a 5.25" formatted for an IBM or compatable (do not use high density disks. Double or single sided/double density diskettes are all that we can use). We can more easily format the fanzine if your submission is on diskette. We have Microsoft's Word (for IBM and Apple's Macintosh), WriteNow, WordPerfect 5.0 (for IBM) and MacWrite, so we can read the majority of your files. If you don't have access to these machines, send it to us using the following guidelines:

I. No hand written material will be used.
II. No submissions on ruled paper. Use only plain white letter sized paper. No colored paper, it does not always copy well.
III. It must be typed or printed with a letter quality printer. If you use a dot matrix printer, it must be dark and easily read.
IV. Send it to us in a letter sized, brown manila envelope UNFOLDED and UNSTAPLED and ON ONLY ONE SIDE OF THE PAPER. Also include in this envelope a stiff piece of cardboard to keep the envelope rigid so that it will not easily bend.

The fanzine will be bimonthly. This should give you a fair amount of time to write something up, and it will give us enough time to put it together and get it back to you. The deadline will be the 10th day of each second month. The first issue will be sent out to you on the 25th of the same month or earlier depending on the amount of material we receive.

The fanzine is a direct connection to your fellow gamers around the country. Through the fanzine you can get a feel about how the rest of us play the game. You can pick each other's brains and get some great ideas or learn how to avoid bad ones. The fanzine will hold almost anything.The following is by no means a complete list, but here is what we hope to find. Spell lists, magic items, character work-ups (heroes/villains/NPCs), arcane societies, scenarios, interesting places (cultures/towns/other worlds), creatures, conversion ideas to and
from other game systems, comments, criticisms, art (anything), campaign ideas (simple scenarios/long term plots/dealing with problems/etc.), spell interpretations (imagine a theme on this!), present problems to other gamers and get input on how you might solve them, letters to the editor, short stories, sell things/buy things; to and from other gamers, weapons, professions, skills, optional rules, etc.

The cost of each issue will vary depending on its size. Copying is done at a local copy center. The reproduction costs are:

Cost per copy	$.045 (includes collation)
Binding	$1.00 (clear cover with cardstock back)
Color print/copy	$3.00 (only in very special circumstances)
Mailing cost	$1.00 (Varies. It depends on the size.)

Copying will be done on two sides of the paper whenever possible. This reduces the weight and bulk and will help keep mailing costs down. We will not formally bind any issue which is less than 30 pages.

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